

Kerbal Space Program - Bug #20777

#autoLOC issue with part upgrades

12/31/2018 03:39 PM - 4x4cheesecake

Status:	New	Start date:	12/31/2018
Severity:	Low	% Done:	0%
Assignee:			
Category:	Plugins/Add-Ons		
Target version:			
Version:	1.6.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game, Making History		

Description

After creating a part upgrade which is supposed to be displayed in the part info window as 'Upgrades available at <TechTree node>', the game will display the #autoLOC code instead of the title of the tech tree node.

Requires any part upgrade and 'showUpgradesInModuleInfo = true' within the partmodule config in order to display the desired info.

Tested with

-MOLE: <https://forum.kerbalspaceprogram.com/index.php?/topic/154893-16x-mark-one-laboratory-extensions-mole/>

-Porkjets PartOverhaul: <https://kerbalspaceprogram.com/files/PartOverhauls.zip>

(+ModuleManager.3.1.2)

Note: By default, Porkjets PartOverhaul **doesn't** use the 'showUpgradesInModuleInfo = true' setting.

So far, I was just able to prevent this to happen by replacing the #autoLOC code with the actual tech tree node title in the TechTree.cfg.

(I put this into the 'Plugins/Add-Ons' category since there are no stock part upgrades so far but this would probably happen on stock upgrades as well)

Files

File Name	Size	Date	Author
Terrier.png	179 KB	12/31/2018	4x4cheesecake
Fulcrum.png	187 KB	12/31/2018	4x4cheesecake
ModuleManager.ConfigCache	3.15 MB	12/31/2018	4x4cheesecake
Terrier_mod_techtree.png	376 KB	12/31/2018	4x4cheesecake
Fulcrum_mod_techtree.png	371 KB	12/31/2018	4x4cheesecake
ModuleManager.ConfigCache	3.15 MB	12/31/2018	4x4cheesecake