Kerbal Space Program - Bug #20910

Localization missing for ModuleCommand.ChangeControlPoint guiName?

01/11/2019 04:54 PM - MOARdV

Status:	New		**Start date:**	01/11/2019
Severity:	Low		**% Done:**	0%
Assignee:				
Category:	Controls and UI			
Target version:				
Version:	1.6.0		**Language:**	English (US)
Platform:	Windows		**Mod Related:**	No
Expansion:	Core Game			

Description

Found by inspection of the metadata in MSVS using 1.6.0. I updated to 1.6.1, and it appears to be missing there as well, but I don't know if MSVS cached the data.

```
[KSPEvent(guiActive = true, guiActiveEditor = true, guiName = "Change Control Point")]
public void ChangeControlPoint();
```