

## Kerbal Space Program - Bug #21885

### Craft with quotes in the name always asks about overwriting on saving

04/13/2019 08:55 PM - Nebbie

<b>Status:</b>	Confirmed	<b>Start date:</b>	04/13/2019
<b>Severity:</b>	Low	<b>% Done:</b>	10%
<b>Assignee:</b>			
<b>Category:</b>	Controls and UI		
<b>Target version:</b>			
<b>Version:</b>	1.7.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Linux, Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

#### Description

Presumably because the title, when converted for file naming, doesn't have quotes. Very minor, but slightly annoying, the editor really should universally not ask about overwriting the file of the craft that you're working on when saving.

#### History

##### #1 - 04/14/2019 04:46 AM - Anth12

- Status changed from New to Confirmed
- % Done changed from 0 to 10
- Platform Windows added

So THATs what causes that to happen...

Yeah it seems that it applies to anything that KSP has to replace a character with an underscore on saving.

Confirmed

##### #2 - 06/13/2019 03:48 AM - doggonemess

Anth12 wrote:

So THATs what causes that to happen...

Yeah it seems that it applies to anything that KSP has to replace a character with an underscore on saving.

Confirmed

I just noticed this when I put a decimal point in my craft name. I figured I would be the first to report it. Dang!

#### Files

screenshot1546.png	2.82 MB	04/13/2019	Nebbie
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