

Kerbal Space Program - Bug #22748

Containers Lose items when replaced with Ctrl-Z

06/02/2019 08:30 PM - Gargamel

Status:	Confirmed	Start date:	06/02/2019
Severity:	Low	% Done:	10%
Assignee:	Robert.Keech		
Category:	Gameplay		
Target version:			
Version:	1.7.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

When replacing an accidentally grabbed, filled, box container, and replacing it with Ctrl-Z, the contents of the box sometimes disappear. Sometimes the contents of other boxes, not moved, also disappear.

Forum Thread with more details: <https://forum.kerbalspaceprogram.com/index.php?topic/184998-container-bug>

Related issues:

Copied to Kerbal Space Program - Bug #24318: SEQ-3 and SEQ-9 containers will ...

Confirmed

06/02/2019

History

#1 - 10/31/2019 05:09 PM - Robert.Keech

- Assignee set to Robert.Keech

#2 - 11/06/2019 04:43 PM - Robert.Keech

- Copied to Bug #24318: SEQ-3 and SEQ-9 containers will lose their contents when replacing it with Ctrl-Z added

#3 - 11/06/2019 04:43 PM - Robert.Keech

- Status changed from New to Confirmed

- % Done changed from 0 to 10