

Kerbal Space Program - Bug #22902

Control point renaming function also renames craft regardless of priority

06/16/2019 12:50 PM - Kirk

Status:	Resolved	Start date:	06/16/2019
Severity:	Low	% Done:	100%
Assignee:			
Category:	Controls and UI		
Target version:	1.12.0		
Version:	1.7.2	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

Steps to reproduce:

1. Add two control points to your craft, maybe separated by a decoupler.
2. Give your craft a name with the craft name field at the top.
3. Right-click a control point and select Configure Vessel Naming.
4. Decrease priority (or increase, or leave it the same, it doesn't matter) and choose a new name.
5. Observe that the name of the craft changed to the new name.

When configuring vessel names this can get very annoying quick since it can be hard to spot, and once you start saving it saves into a new file. If you then load the original any new changes will be gone, but if your changes aren't immediately obvious, you may not notice, and continue working on your craft. Then, later, you find that you now have two crafts and basically you have to do half the work again.

I would suggest that vessel renaming doesn't affect craft file renaming at all, so that you can change the name of your craft without having to change the name of your save file. It's probably also the easiest fix.

Note: I have Breaking Ground, but that probably doesn't matter.

History

#1 - 06/19/2019 08:17 AM - dok_377

And it also changes the name of the craft when you merge another craft with changed Vessel Naming as well. Pretty easy way to overwrite and lose an entire craft if you're not careful.

#3 - 06/24/2021 11:23 PM - victorr

- Status changed from New to Ready to Test
- Target version set to 1.12.0
- % Done changed from 0 to 80

We have made some changes in this last 1.12.0 release and would like some feedback on this issue. Thanks.

#4 - 08/06/2021 06:56 PM - Technicalfool

- Status changed from Ready to Test to Resolved
- % Done changed from 80 to 100