

Kerbal Space Program - Bug #23131

Line breaks in flag Plaque Text are not saved

07/08/2019 09:32 PM - Leibniz

<b>Status:</b>	Confirmed	<b>Start date:</b>	07/08/2019
<b>Severity:</b>	Low	<b>% Done:</b>	10%
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>			
<b>Version:</b>	1.7.2	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Breaking Ground, Core Game, Making History		

**Description**

Plaque Text on a flag allows line breaks using the Enter key, and these work fine when first typed and later in Read Plaque Text. However the line breaks are not saved, so the flag text is compressed onto 1 line when it is next loaded.

NB. It is also possible to type a line break as \n and this is saved correctly, although there are bugs in the editor [#18802](#). It would be much better if KSP used Enter in-game and automatically converted to \n in the save file.

Repeatable steps:

1. Plant a flag
2. Enter a subject line and the following Plaque Text:  
Line1<Enter>  
Line2.
3. Close the dialog and Read Plaque Text: is correctly displayed on 2 lines.
4. Quick save, reload, Read Plaque Text: text is compressed: Line1Line2.

History

- #1 - 07/09/2019 10:36 AM - diomedea
- Status changed from New to Confirmed
  - % Done changed from 0 to 10