Kerbal Space Program - Bug #25673

Fairing not able to be built

07/02/2020 08:08 AM - IanNewbie

Status:	Confirmed	**Start date:**	07/02/2020
Severity:	Low	**% Done:**	10%
Assignee:			
Category:	Fairings		
Target version:			
Version:	1.10.0	**Language:**	Deutsch (German), English (US)
Platform:	Windows	**Mod Related:**	Yes
Expansion:	Core Game		

Description

~~Using the AE-FF ++ airstream Protective Shell.~~ The building Fairing option is not working [in general]
Postedit: Bug is mod-related (Restock)

History

#1 - 07/04/2020 09:17 PM - Cookie

- File 2020-07-04 22_49_39-Kerbal Space Program.png added

- Language Deutsch (German) added

- Language deleted (English (US))

IanNewbie wrote:

> Using the AE-FF ++ airstream Protective Shell. The building Fairing option is not working

Same error here when adding any stock fairing (Squad/Parts/Aero/fairings/fairingSize1..3 and SquadExpansion/Parts/Payload/fairingSize1p5..4)

Excerpt from from KSP.log:

```
[LOG 23:06:56.421] fairingSize4 added to ship - part count: 6
[ERR 23:06:56.465] Exception handling event onEditorPartEvent in class ModuleProceduralFairing:System.Exception: FSM Error: Cannot switch states before starting. Please call StartFSM() before running the FSM.
at KerbalFSM.RunEvent (KFSMEvent evt) [0x0001b] in <c168e21ec56346b082f89043e76162e1>:0
at ModuleProceduralFairing.onEditorPartEvent (ConstructionEventType evt, Part p) [0x00061] in <c168e21ec56346b082f89043e76162e1>:0
at EventData`2[T,U].Fire (T data0, U data1) [0x000b0] in <c168e21ec56346b082f89043e76162e1>:0

[EXC 23:06:56.467] Exception: FSM Error: Cannot switch states before starting. Please call StartFSM() before running the FSM.
KerbalFSM.RunEvent (KFSMEvent evt) (at <c168e21ec56346b082f89043e76162e1>:0)
ModuleProceduralFairing.onEditorPartEvent (ConstructionEventType evt, Part p) (at <c168e21ec56346b082f89043e76162e1>:0)
EventData`2[T,U].Fire (T data0, U data1) (at <c168e21ec56346b082f89043e76162e1>:0)
UnityEngine.DebugLogHandler:LogException(Exception, Object)
ModuleManager.UnityLogHandle.InterceptLogHandler:LogException(Exception, Object)
UnityEngine.Debug:LogException(Exception)
EventData`2:Fire(ConstructionEventType, Part)
EditorLogic:<SetupFSM>b__195_29()
KerbalFSM:RunEvent(KFSMEvent)
KerbalFSM:updateFSM(KFSMUpdateMode)
KerbalFSM:UpdateFSM()
EditorLogic:Update()
```

#2 - 07/04/2020 10:19 PM - Cookie

- Category changed from Parts to Fairings

- Status changed from New to Confirmed

- % Done changed from 0 to 10

- Language English (US) added

#3 - 07/04/2020 10:20 PM - Cookie

- Description updated

#4 - 07/08/2020 07:19 PM - Cookie

- Description updated

- Mod Related changed from No to Yes

Postedit: Bug is **mod-related** (***Restock***) and needs **whitelisting** of stock textures.
see KSP-Forum entry:
https://forum.kerbalspaceprogram.com/index.php?/topic/182679-19x-restock-revamping-ksps-art-not-compatible-with-110/page/63/&tab=comments#comment-3816578

#5 - 07/19/2020 09:19 PM - jukkamuhonen@hotmail.com

And to start building fairing, you can't close it on first Click, you must first build fairing upwards 90 degrees, it wasn't like this before

Files

AirStreamNotBuildingFairing.PNG	660 KB	07/02/2020	IanNewbie
2020-07-04 22_49_39-Kerbal Space Program.png	1.05 MB	07/04/2020	Cookie