

Kerbal Space Program - Bug #25694

Action menus are incorrectly remembering each other when related to fuel transfer.

07/02/2020 11:55 PM - Anth12

Status:	Resolved	Start date:	07/03/2020
Severity:	Low	% Done:	100%
Assignee:			
Category:	UI		
Target version:	1.11.0		
Version:	1.10.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

<https://youtu.be/mkF6INzcWzA>

The video shows that the action menus are remembering information which breaks the menus when closing them while transferring fuel.

Once a menu is closed, it and all other menus open should forget they are related.

History

#1 - 07/02/2020 11:56 PM - Anth12

Directly related to [#25680](#)

#2 - 07/25/2020 01:42 AM - dxmason87

I have tried to reproduce this on 1.9.1 and was unable to reproduce this. I find that on 1.10 this is very easily reproducible.

#3 - 07/25/2020 10:39 PM - Dunbaratu

KSP 1.10's changelog notes that lots of new caching logic was added to the part action windows. This issue feels exactly like a dirty cache bug - as if stopping a fuel transfer leaves a leftover cached variable value somewhere.

#5 - 12/17/2020 08:55 PM - victorr

- Status changed from New to Ready to Test

- Target version set to 1.11.0

- % Done changed from 0 to 80

We've made some changes to the game in this latest version and would like to have some feedback on this issue. Thanks.

#6 - 12/18/2020 02:08 AM - Anth12

- Status changed from Ready to Test to Resolved

- % Done changed from 80 to 100

Retested it in 1.10 and then 1.11. Its working well now