

Kerbal Space Program - Bug #25725

Merge Button Inactive in VAB

07/06/2020 08:54 PM - digitao

Status:	Resolved	Start date:	07/06/2020
Severity:	Low	% Done:	100%
Assignee:	just_jim		
Category:	Editor		
Target version:	1.10.1		
Version:	1.10.0	Language:	English (US)
Platform:	Linux, Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

Steps to reproduce -

Open existing or new ship in VAB
Click open and select existing design
Click Merge... nothing happens

Only happens in VAB, SPH works fine

Just to be sure I tried in an existing save file and a newly created one, same behavior

History

#1 - 07/06/2020 10:20 PM - just_jim

- Status changed from New to Confirmed
- Assignee set to just_jim
- % Done changed from 0 to 10
- Platform Windows added

#2 - 07/07/2020 07:53 AM - Anth12

related to [#25666](#)

#3 - 07/28/2020 09:17 PM - ShadowZone

I no longer encountered this since 1.10.1

Can anyone else confirm?

#4 - 08/17/2020 08:52 PM - just_jim

- Status changed from Confirmed to Being Worked On
- % Done changed from 10 to 30

#5 - 08/17/2020 08:52 PM - just_jim

- Status changed from Being Worked On to Ready to Test
- Target version set to 1.10.1
- % Done changed from 30 to 80

#6 - 08/17/2020 08:52 PM - just_jim

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

#7 - 08/18/2020 11:49 AM - digitao

Confirmed fixed, thanks Jim!

