

Kerbal Space Program - Bug #25865

Fairing Expansion setting in PAW gets reset with every undo (ctrl + Z), including unrelated undos.

07/29/2020 08:21 PM - Juggernoob

Status:	Confirmed	Start date:	07/29/2020
Severity:	Low	% Done:	10%
Assignee:	just_jim		
Category:	Fairings		
Target version:			
Version:	1.10.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

In SPH/VAB, I can choose to enable/disable fairing expansion on mouse over. I like to set them to "Off" so that I can click and select the fairing tubes themselves. But every time I press ctrl + Z to undo a step, no matter how far away from building the fairings, this option of each fairing on the craft get reset to "Mouse Over". It's not a game-breaking issue, but it would be really nice if the fairing expansion settings can be properly saved, especially for craft with a lot of fairings as structural/decorative parts.

How to reproduce:

1. Build one or more fairings.
2. Set their Fairing Expansion options in PAW from "Mouse Over" to "Off".
3. Continue building by adding or moving new parts for as many steps as you like.
4. Press ctrl + Z to undo a step.
5. The last step is undone, but all of the Fairing Expansion settings are also reset to "Mouse Over".

History

#1 - 08/16/2020 12:47 PM - realkerbal3x

I've noticed this also happens when leaving and then re-entering the editor, if that's any help.

#2 - 09/17/2020 08:40 PM - just_jim

- Status changed from New to Confirmed

- % Done changed from 0 to 10

#3 - 09/17/2020 08:40 PM - just_jim

- Assignee set to just_jim