

Kerbal Space Program - Feedback #25962

Respect GameParameters Preset Values in GAMEPARAMETERS ConfigNode

08/14/2020 08:28 PM - DRVeyl

<b>Status:</b>	New	
<b>Severity:</b>	Low	
<b>Assignee:</b>		
<b>Category:</b>	Modding	
<b>Target version:</b>		
<b>Version:</b>	1.10.1	<b>Language:</b> English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b> Yes
<b>Expansion:</b>	Core Game	
<b>Description</b>		
<p>Not sure if this is a bug report or a feature request. The relevant code is intentional, but the side-effects are maybe unintended.</p> <p>Some stock GameParameters.ParameterNode subclasses implement their own override of SetDifficultyPreset(Preset preset) which has hardcoded difficulty values for <i>some</i> of the parameters. Thus they ignore any preset configured in a GAMEPARAMETERS ConfigNode, only for these values.</p> <p>Examples:</p> <p>GameParameters.AdvancedParams sets BuildingImpactDamageMult, AllowNegativeCurrency, and ResourceTransferObeyCrossfeed in its override of SetDifficultyPreset()</p> <p>CommNet.CommNetParams sets requireSignalForControl, rangeModifier, occlusionMultiplierVac, occlusionMultiplierAtm, and plasmaBlackout in its override of SetDifficultyPreset()</p> <p>From a ModuleManager patch, it is not possible to set the default values of only these parameters for a given difficulty preset. All other parameters defined in GameParameters.AdvancedParams and CommNet.CommNetParams can be adjusted. This issue may be specific to GameParameters.CustomParameterNode subclasses.</p> <p>Would it be feasible to refactor code in GameParameters to set defaults via SetDifficultyPreset() between creating the CustomParameterNode and calling its Load() method, instead of triggering calls each time a different preset is selected? Or if it is still desired to make that call as a notification, then avoid the behaviour of resetting fixed defaults in the stock AdvancedParams and CommNetParams nodes?</p>		