Kerbal Space Program - Bug #26850

Parts revert to their default variants when placed in EVA Construction

12/17/2020 08:18 PM - realkerbal3x

Status:	Resolved	**Start date:**	12/17/2020
Severity:	Low	**% Done:**	100%
Assignee:			
Category:	Graphics		
Target version:	1.12.0		
Version:	1.11.0	**Language:**	English (US)
Platform:	Windows	**Mod Related:**	No
Expansion:	Core Game		

Description

Exactly as the title says. When you place a part using EVA construction that has had its variants changed prior to launch, it will revert to its default variant.

Dropping the part on the ground/in space and then picking it back up is a simple workaround.

History

#1 - 12/17/2020 08:39 PM - RafaHdz

- Status changed from New to Confirmed

- % Done changed from 0 to 10

#3 - 06/24/2021 10:37 PM - victorr

- Status changed from Confirmed to Ready to Test

- Target version set to 1.12.0

- % Done changed from 10 to 80

We have made some changes in this last 1.12.0 release and would like some feedback on this issue. Thanks.

#4 - 08/18/2021 12:27 PM - Technicalfool

- Status changed from Ready to Test to Resolved

- % Done changed from 80 to 100