

Kerbal Space Program - Bug #26860

In the editor, parts pulled out from inventories forget to enable their partmodules

12/18/2020 12:04 AM - gotmachine

Status:	New	Start date:	12/18/2020
Severity:	Low	% Done:	0%
Assignee:			
Category:	Editor		
Target version:			
Version:	1.11.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

Doing the following :

- In the editor, grab a part from the part list, or grab an already placed part
- Put it into a stock inventory
- Put it back in the editor

Results in KSP to forget to enable all partmodules on the part (it doesn't set MonoBehaviour.enabled = true), causing any Start()/Update()/FixedUpdate() code to not run.
Note that the KSP OnLoad/OnStart methods are called upon getting the part out of the inventory, so it seems to be an oversight in the initialization code.