

Kerbal Space Program - Bug #26871

The new lights' color setting gets forgotten between VAB and launching.

12/18/2020 07:12 AM - Dunbaratu

Status:	Acknowledged	Start date:	12/18/2020
Severity:	Low	% Done:	100%
Assignee:			
Category:	Parts		
Target version:			
Version:	1.11.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

In VAB - Place a "Navigation Light Mk1". Select one of the color buttons for it.

Then launch the vessel.

On the launchpad the light is now white again. The color setting is not being retained between the VAB and the flight. You can set it again in flight, but it appears not to be remembered in the craft file.

History

#1 - 12/18/2020 02:36 PM - dok_377

Related to [#26855](#).

#2 - 12/19/2020 09:58 AM - sardomunsp@gmail.com

- Expansion Breaking Ground, Making History added

dok_377 wrote:

Related to [#26855](#).

same thing tested with stock rover added light and setup light not saved light return to white.

#3 - 01/12/2021 03:22 PM - jukkamuhonen@hotmail.com

- Status changed from New to Confirmed

- % Done changed from 0 to 10

#4 - 01/12/2021 05:20 PM - RafaHdz

- Status changed from Confirmed to Acknowledged

- % Done changed from 10 to 100

Files

screenshot0.png

231 KB

12/18/2020

Dunbaratu