

Kerbal Space Program - Bug #26896

All items in an EVA inventory slot get lost when one of them is placed on ground.

12/20/2020 12:13 AM - Dunbaratu

Status:	New	Start date:	12/20/2020
Severity:	Low	% Done:	0%
Assignee:			
Category:	EVA		
Target version:			
Version:	1.11.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

My example here uses the Work Lamp part but I assume it happens with other inventory items as well.

Start with two Work Lamps in EVA inventory, stored in a single slot. (It must be a stack of 2 items in one slot - not two different slots of 1 each.)

Place the Work Lamp on the ground.

You now have zero Work Lamps left in inventory. Even though there were two in the slot and you only put one of them down.

It seems as if placing an EVA inventory item on the ground deletes the entire stack from inventory when it should just subtract 1 from the stack count and only delete the stack if that makes the count become zero.

History

#2 - 10/25/2021 08:32 PM - gotmachine

Seems fixed in 1.12, can't reproduce

Files

screenshot1.png	1.65 MB	12/20/2020	Dunbaratu
screenshot2.png	1.67 MB	12/20/2020	Dunbaratu
screenshot3.png	1.68 MB	12/20/2020	Dunbaratu