

## Kerbal Space Program - Bug #26902

### Tourist Inventory Slots

12/21/2020 12:33 AM - Dragon

<b>Status:</b>	New	<b>Start date:</b>	12/21/2020
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Kerbals		
<b>Target version:</b>			
<b>Version:</b>	1.11.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Breaking Ground, Core Game		

#### Description

With the exciting (and awesome) new update 1.11, tourists have been given inventory slots. I needed to make use of one to shuffle things around. While they work like any other Kerbal's inventory, their slots are emptied when loading a save (or, the contents are not saved and therefore not loaded - take your pick).

This is easily reproduced...

Put anything into a tourists inventory slot.  
Save the game.  
Load that save.  
The tourists inventory is empty.

I *do* have two mods running (Kerbal Engineer Redux and Trip Planner), though I doubt they are the cause.  
I have not attempted to reproduce this by removing the mods first.

This may not explain missing snacks, but it does explain what happened to my missing work-lamp and parachute.