

Kerbal Space Program - Bug #26932

Crew slots in a part are no longer available after that part is merged in VBA/SPH

12/26/2020 03:47 PM - BeanThruster

Status:	Confirmed	Start date:	12/26/2020
Severity:	Low	% Done:	10%
Assignee:			
Category:	Editor		
Target version:	1.11.0		
Version:	1.11.0	Language:	English (US)
Platform:	OSX, Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

Just as the subject says. Crew slots in a subassembly are lost after the subassembly is merged with a root part. The bug is NOT triggered if the part with crew capacity is used as a root and merged with something else (the merged "something else" will lose its own crew slots, tho)

To reproduce

- step 1: have a subassembly ready with some crew capacity (SbA_c)
- step 2: open a root subassembly in the VAB editor (SbA_r)
- step 3: merge SbA_c to SbA_r
- step 4: check the crew slots

Crew capacity is restored if the vessel is saved and then reloaded

History

#1 - 12/28/2020 06:57 PM - 18Watt

- Status changed from New to Confirmed
- % Done changed from 0 to 10
- Platform OSX added
- Expansion Core Game added

#2 - 01/07/2021 05:06 PM - victorr

- Status changed from Confirmed to Ready to Test
- Target version set to 1.11.0
- % Done changed from 10 to 80

We've made some changes in this last release and would like to have your feedback about this issue. Thanks.

#3 - 01/09/2021 06:06 AM - dok_377

victorr wrote:

We've made some changes in this last release and would like to have your feedback about this issue. Thanks.

Huh? Is there a new version that is supposed to be out or is this a mistake? How can the target version be the same one as the one this bug was reported in?

#4 - 01/13/2021 05:07 PM - just_jim

- Status changed from Ready to Test to Confirmed
- % Done changed from 80 to 10

Opps, this is not supposed to be RTT yet... sorry.

Files

bug 01.png	8.18 MB	12/26/2020	BeanThruster
Bug02.png	9.85 MB	12/26/2020	BeanThruster
Bug 03.png	8.59 MB	12/26/2020	BeanThruster