

Kerbal Space Program - Feedback #27070

CometVessel requires PotatoComet, not just ModuleComet

01/17/2021 02:33 AM - Starstrider42

Status:	New		
Severity:	Low		
Assignee:			
Category:	Comets		
Target version:			
Version:	1.11.0	Language:	English (US)
Platform:	Windows	Mod Related:	Yes
Expansion:	Core Game		

Description

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It appears that the CometVessel VesselModule only works when attached to a vessel that has a PotatoComet part (and gets removed otherwise). Allowing it to work with any part that has ModuleComet would allow new modding possibilities.

Verification

Unfortunately, I cannot think of a way to reproduce this issue in stock KSP. I encountered it by trying to create a comet from a custom part using a development build of Custom Asteroids 1.9 [unreleased at time of writing]. I'm assuming the current behavior was an intentional design decision, and should therefore be clear from the code.

Desired

Any space object containing both ModuleComet and CometVessel should show a tail, etc. like a stock comet.

Observed

Comets based on any part other than PotatoComet, even an exact copy with a different name, do not show cometary behavior in-game, and do not retain CometVessel in the save file. Comets created from PotatoComet using the same mod code do behave like stock comets.