

## Kerbal Space Program - Bug #27163

### order of ModuleInventoryPart / ModuleCargoPart

01/29/2021 01:04 AM - Anonymous

<b>Status:</b>	New	<b>Start date:</b>	01/29/2021
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Modding		
<b>Target version:</b>			
<b>Version:</b>	1.11.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

#### Description

The release notes for version 1.11.1 say

\* Ability to have Cargo parts be Construction-able. Note that ModuleCargoPart needs to be before ModuleInventoryPart for this to work.

but a few stock parts, like the Mk1 Lander Can, have ModuleCargoPart *after* ModuleInventoryPart