

Kerbal Space Program - Bug #27486

Attaching ship to comet with grable causes comet to be renamed if probe on the ship has naming configuration set.

04/04/2021 08:57 AM - jclovis3

Status:	New	Start date:	04/04/2021
Severity:	Low	% Done:	0%
Assignee:			
Category:	Comets		
Target version:			
Version:	1.11.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

Since comets aren't probes and you can't set a naming configuration on them, they take the same name as your ship while attached and do not reclaim their original name when released.

History

#1 - 04/04/2021 09:20 AM - jclovis3

I need to rename this but I can't. The problem isn't that the comet gets renamed, but that the contract gets a new name in it. In my case, the comet was named Edberry 1 and the contract changed after my ship called Comet Sampler released the comet. The mission now reads "take a surface sample from Comet Sampler" while the comet is still named "Edberry 1".

I don't know why I can't edit the original post. I used to be able to do that before.