

## Kerbal Space Program - Bug #28406

### OnAlarmRemoving GameEvent is run when an alarm is edited

08/06/2021 06:33 PM - flart

<b>Status:</b>	New	<b>Start date:</b>	08/06/2021
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Modding		
<b>Target version:</b>			
<b>Version:</b>	1.12.2	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	Yes
<b>Expansion:</b>	Core Game		

#### Description

Load sandbox game, KSC scene.

Open Alarm Clock and Create new "manual time alarm"

Click on the Alarm, and then "Edit" button, "Edit Alarm" GUI will appear

Click "Apply Changes" button, without changing anything.

OnAlarmRemoving is run, that is not desired, since there is no removing alarms.  
(The message in the console on screenshots is from a mod)

#### History

#1 - 08/06/2021 06:41 PM - flart

- File screenshot5.png added

Same happens without any other mods

#### Files

screenshot2.png	1.07 MB	08/06/2021	flart
screenshot3.png	1.14 MB	08/06/2021	flart
screenshot5.png	1.55 MB	08/06/2021	flart