

Kerbal Space Program - Bug #28410

Alarm Note doesn't preserve newline character on scene change

08/07/2021 04:45 PM - flart

Status:	New	Start date:	08/07/2021
Severity:	Low	% Done:	0%
Assignee:			
Category:	UI		
Target version:			
Version:	1.12.2	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

Way to reproduce:

- create new sandbox game
- on KSC scene create alarm with the note: (one digit per line)

1
2
3

- Change scene, for example go to VAB.
- Click on alarm, and then "Edit", to see note.
Note will be: (all digits in one line)

123

Files

screenshot0.png	1.49 MB	08/07/2021	flart
screenshot1.png	1.38 MB	08/07/2021	flart
KSP.log	442 KB	08/07/2021	flart
Player.log	811 KB	08/07/2021	flart