

Kerbal Space Program - Bug #28561

Cargo Parts Disappear with Pod

10/12/2021 08:44 PM - trompelamort

Status:	New	Start date:	10/12/2021
Severity:	Low	% Done:	0%
Assignee:			
Category:	Parts		
Target version:			
Version:	1.12.2	Language:	English (US)
Platform:	Linux	Mod Related:	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

Cargo parts will disappear when moving them accross Kerbal and Pod inventories as follows:

Steps to Replicate:

- 1) Start a new Sandbox game.
- 2) Make a vessel with an Mk1 pod with nothing in its inventory.
- 3) Have Kerbal have its default inventory of 1 parachute and 1 jetpack.
- 4) Launch vehicle.
- 5) Right-Click Pod and move Parachute from Kerbal to Pod inventory slot.
- 6) EVA Kerbal.
- 7) Right-Click Pod and move Parachute from Pod inventory slot to the open Kerbal inventory slot.
- 8) Board the Pod.
- 9) Right-Click Pod and see that Parachute has *apparently* disappeared (EVAing again right now reveals that the Parachute is still in Kerbal's inventory. Board Pod and proceed to next step)
- 10) Move Jetpack from right side to left side of Kerbal inventory.
- 11) EVA Kerbal.
- 12) Right-Click Kerbal and confirm that Parchute is gone (Moving jetpack elsewhere will not bring Parachute back).

This also works with other cargo parts and other pods.

History

#1 - 10/12/2021 08:45 PM - trompelamort

Likely related to Bug 28559 <https://bugs.kerbalspaceprogram.com/issues/28559>

#2 - 10/26/2021 12:33 AM - gotmachine

See <https://bugs.kerbalspaceprogram.com/issues/28569>

Files

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