

Kerbal Space Program - Bug #28569

ModuleInventoryPart in ProtoCrewMember aren't added to the KerbalInventoryScenario, causing various issues

10/26/2021 12:32 AM - gotmachine

Status:	New	Start date:	10/26/2021
Severity:	Low	% Done:	0%
Assignee:			
Category:	Kerbals		
Target version:			
Version:	1.12.2	Language:	English (US)
Platform:	Linux, OSX, Windows	Mod Related:	No
Expansion:	Core Game		

Description

KerbalInventoryScenario is supposed to handle the ModuleInventoryPart instances created for in-vessel crew members through the ProtoCrewMember.kerbalModule getter.

However, at least in 1.12.2, the getter will bail out from adding those inventory instances to the KerbalInventoryScenario instance, unless the current game mode is SCENARIO or SCENARIO_NON_RESUMABLE.

I guess the conditions were inverted by mistake, although I fail to understand why there should be any condition of that type.

This causes ModuleInventoryPart.Update() to not run for kerbal inventories, which leads to the inventory not being updated when hovering them with a held part. The volume/mass limit sliders don't update, and the player can effectively entirely bypass the limits.

This also causes the whole kerbal inventory persistence system to fail in various ways, this is responsible for those two issues :

<https://bugs.kerbalspaceprogram.com/issues/28559>

<https://bugs.kerbalspaceprogram.com/issues/28561>

History

#1 - 12/29/2021 06:13 AM - Kermak

I think I met the same problem in version 1.12.3 (with DLC Making History and Breaking Ground).

Link on the youtube video:

<https://youtu.be/Pgby3RoOpDg>