

Kerbal Space Program - Bug #5361

Newly spawned parts in editor have prefab pointing to themselves rather than real part prefab

09/02/2015 05:50 PM - blowfish

Status:	Closed	Start date:	09/02/2015
Severity:	Low	% Done:	100%
Assignee:			
Category:	Plugins/Add-Ons		
Target version:			
Version:	1.0.4	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

When a part is created in the editor, `part.partInfo.partPrefab` points to part rather than the real prefab. This is probably an artifact of the way Unity instantiates prefabs - any references to a component in the serialization tree will point to the newly instantiated component rather than the original prefab. This probably also means that `part.partInfo` points to a copy of the `AvailablePart` rather than the global instance that `PartLoader` keeps track of.

This should be a one line fix - after the part is instantiated, either set `part.partInfo` to the global `AvailablePart` instance, or set `part.partInfo.partPrefab` to the global prefab instance - I don't know if it's critical to keep `part.partInfo` as the global instance or if a copy of that will suffice.

History

#2 - 04/07/2016 04:13 PM - blowfish

I believe NathanKell fixed this, so it can be closed.

#3 - 06/07/2016 05:41 AM - NathanKell

- Status changed from New to Closed

- % Done changed from 0 to 100

Fixed in 1.0.5.