

Kerbal Space Program - Feature #687

The Asset Loader should skip "Source" "SOURCE" "source" folders that could potentially hold .dll's

05/23/2013 09:49 AM - Fusty

Status:	New	% Done:	0%
Severity:	Very Low		
Assignee:			
Category:	Plugins/Add-Ons		
Target version:			
Platform:	Any	Mod Related:	No
Expansion:			
<b>Description</b>			
Some mods bundle their source in such a way that folks would end up with extra dll's in their GameData folder because there is one in their Plugins directory and one in their Source directory.			
Just a small tidbit that might be useful with the new folder scheme.			

History

- #1 - 08/16/2013 10:42 AM - Ted
- Category set to Plugins/Add-Ons

- Severity changed from Petty to Unworthy
- #2 - 08/16/2013 10:44 AM - Ted
- Severity changed from Unworthy to Very Low