

# Kerbal Space Program - Bug #6926

## Ship names getting lost in docking

02/09/2016 10:14 PM - Kasuha

<b>Status:</b>	Needs Clarification	<b>Start date:</b>	02/09/2016
<b>Severity:</b>	Normal	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>			
<b>Version:</b>	1.0.5	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>			

### Description

Issue 1:

Expected behavior:

Ship retains its name through docking to other ships. After it separates from ships to which it docked, it has its original name back

Observed behavior:

Under certain scenarios, ship name is lost and it is assigned a new name based on name of the ship to which it was docked

Issue 2:

Expected behavior:

When a ship breaks into two parts, e.g. through decoupling a pre-attached docking port, the decoupled part holds name of the ship

Observed behavior:

When a ship breaks into two parts after it has docked to another ship, it bears name of that ship instead of ship of which it was part originally

Reproduction:

Use attached SPH craft file. It has three rovers attached from SPH. They have 3, 1, and 2 PB-NUK generators on top of them. Original root part is the rover 3's probe core. I will refer to them as rovers 3, 1, and 2 respectively, corresponding to number of generators on them. I will also refer to rover 3 as "Station" as it will serve as a base in the reproduction and its name won't be changing.

Note: Assigning individual rovers proper ship icons is important part of the reproduction process. Game uses ship icons as one of clues to recognize which ship is "master" and which is "slave" in docking process.

- Decouple rover 3 from the rest and rename it to "Station", giving it the Station icon
- Rename still joined rovers 1 and 2 to "Ship", giving them the Ship icon
- Turn still joined rovers 1 and 2 around and dock them to rover 3 by rover 2's docking port.

Note: this was the only turning around in the whole reproduction. Rest is only rovers going forward and back.

- Decouple rover 1 from station. Check its name

rover 1 lost its name. It's now called "Station probe" but should be called "Ship Probe" or even "Ship" as it goes off with root part of the original ship.

- Decouple rover 2 from the station. Check its name

rover 2 lost its name. It's now called "Station probe" but should be called after "Ship".

Name "Ship" got completely lost in the process.

- Rename rover 2 to "Lander" and give it a Lander icon
- Rename rover 1 to "Tug" and give it a Ship icon
- Dock rovers 1 and 2

- Dock rovers 1+2 using rover 2's docking port to the station
- Undock rover 1 from 3+2
- Undock rover 2 from 3 and check its name

Rover 2 is now called "Station Probe". Should be called "Lander".

Ship name "Lander" got lost in the process

These steps are normal steps in orbital station maintenance. Ship names should not get lost in such process.

## History

### #1 - 04/06/2016 12:03 PM - orcaman98

- Status changed from New to Confirmed

- % Done changed from 0 to 10

This problem's been around as long as I can remember. Never quite thought to complain about it. Definitely Very Low to Unworthy priority.

### #2 - 04/06/2016 12:09 PM - orcaman98

Also, I'm pretty sure I remember figuring out that name priority seemed to be based on MET of parts. Had a station I was gradually modifying that renamed everything after itself, until I detached the last original part, at which point things got more interesting. Don't remember specifics - that was probably back on .20

### #3 - 04/06/2016 06:15 PM - Kasuha

orcaman98 wrote:

Definitely Very Low to Unworthy priority.

Priority Normal: Game Affecting, but not Game Breaking.

My honest opinion on priorities on this tracker is that they are extremely subjective. What is "game affecting"? If it drives me nuts when playing, I certainly consider it game affecting. It's not *visual issue* if I have to go to the ship and change its name every so often. While I do believe there are people who can fly all their missions with Unnamed Space Ship, I'm one of players who tries to keep their ships reasonably named. And I'm not even the most extreme case, I don't keep flight logs etc, all I am trying to achieve is reasonable management of my ships from Tracking Station.

### #4 - 07/17/2016 09:44 AM - TriggerAu

- Status changed from Confirmed to Needs Clarification

- % Done changed from 10 to 0

### #5 - 08/05/2016 11:08 AM - orcaman98

Oh bother. Lot of these things.

### #6 - 08/05/2016 02:59 PM - Kasuha

TriggerAu wrote:

Status changed from Confirmed to Needs Clarification

I am really very curious what needs to be clarified on this report.

### #7 - 08/07/2016 03:52 AM - TriggerAu

Hi Kashua, we are doing a mass cleanup on reported bugs, you can read more about it here:

<http://forum.kerbalspaceprogram.com/index.php?/topic/143980-time-to-clean-up-the-bug-tracker/>

The TL;DR is that its not an indication of anything wrong with your report, there are soo many old bugs in the tracker that we cant give the devs a good picture of whats still an issue - so we have set up a process for all bugs from pre 1.1.3 to collect the info and get them confirmed for the devs.

If they still exist in 1.1.3 then we can mark it to confirmed and it will be in the list to the devs to pick from

## Files

Nameless.craft

94 KB

02/09/2016

Kasuha