

Kerbal Space Program - Bug #9570

Using a sharp char in vessel name prevent icon display

04/28/2016 07:21 PM - Dfa-DoM

Status:	Closed	Start date:	04/28/2016
Severity:	Unworthy	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.1.0	Language:	English (US)
Platform:	Linux, Windows	Mod Related:	No
Expansion:			

Description

When a sharp char is used in the vessel name (such as "My Rocket #1"), the preview icon can't be displayed in the vessel loading selector and is replaced with a greenish placeholder.
I noticed this in v1.0.5, and it still doesn't seem fixed in v1.1.0.

History

#1 - 04/29/2016 10:24 AM - sal_vager

- Status changed from New to Confirmed
- % Done changed from 0 to 10
- Platform Linux added

Confirmed on Linux, many characters are converted to avoid issues with the filesystem, # was missed.

#2 - 07/17/2016 09:48 AM - TriggerAu

- Status changed from Confirmed to Needs Clarification
- % Done changed from 10 to 0

#3 - 07/18/2016 11:20 PM - Perry_Apsis

- File default.zip added

Still exists in 1.1.3:

New clean ksp_x64 install
new sandbox game
add Mk1 command pod and fl-t800 tank
Change name to "test 1"
save
Change name to "test #1"
save
load, see that thumbnail does not show for test #1 but it does for test 1.

#4 - 07/19/2016 02:14 AM - Perry_Apsis

- Status changed from Needs Clarification to Updated
- % Done changed from 0 to 10

#5 - 07/29/2016 02:34 PM - sal_vager

- File screenshot878.png added
- Status changed from Updated to Confirmed

Still not filtered out.

#6 - 06/14/2019 08:50 PM - nestor

- File bug-9570.PNG added

- Status changed from Confirmed to Resolved

- % Done changed from 10 to 100

Issue is not happening in 1.7.2.2556

#7 - 06/17/2019 07:37 PM - chris.fulton

- Status changed from Resolved to Closed

Files

default.zip	5.98 KB	07/18/2016	Perry_Apsis
screenshot878.png	996 KB	07/29/2016	sal_vager
bug-9570.PNG	20.9 KB	06/14/2019	nestor