

Kerbal Space Program - Bug #9737

Incorrect price displayed for vehicle with fairing

05/20/2016 05:34 AM - furrykef

Status:	Closed	Start date:	05/20/2016
Severity:	Low	% Done:	100%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	1.1.2	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

When loading a previously saved vehicle with a fairing such as the AE-FF1 Airstream Protective Shell (1.25m), the full cost of the fairing is not included in the displayed price of the rocket. It only counts the fairing's base cost, not the additional cost that is added after placing the shell. This will automatically correct itself and the correct price will be displayed after taking actions such as right-clicking a fuel tank or adding or subtracting a part.

The full amount is still subtracted when the rocket is placed on the launch pad, so this seems to be strictly a UI issue.

History

#1 - 05/20/2016 05:50 AM - furrykef

This bug also manifests after pressing ctrl+z to undo; the calculated price will be wrong, even if it had previously been correct. As before, right-clicking a fuel tank or editing the rocket will restore the correct price again.

#2 - 07/17/2016 09:56 AM - TriggerAu

- Status changed from New to Needs Clarification

#3 - 07/19/2016 01:44 AM - furrykef

What needs to be clarified, exactly?

#4 - 07/19/2016 08:46 AM - TriggerAu

Hi furrykef, 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.

#5 - 08/09/2019 10:33 PM - chris.fulton

- Status changed from Needs Clarification to Resolved

- % Done changed from 0 to 100

#6 - 08/09/2019 10:33 PM - chris.fulton

- Status changed from Resolved to Closed

Closing, QA has not been able to reproduce this issue for some time and in effort of the database cleanup that is underway this bug is being closed.