

Kerbal Space Program - Bug #10520

Switching local vessels breaks staging

08/19/2016 08:14 PM - TheStitch

Status:	Acknowledged	Start date:	08/19/2016
Severity:	High	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	XBoxOne - 1.1.0	Language:	English (US)
Platform:	Windows, XBoxOne	Mod Related:	No
Expansion:			

Description

Made an Apollo style lander, got to Duna, and decoupled the lander for entry. It instead stayed with the orbiter, but switching to the lander completely removed all staging icons. I have found a workaround, but this is game breaking. Returning to space center, then tracking station, and back to ship puts you back in control of the broken ship, with staging functional again.

History

#1 - 01/16/2018 04:04 AM - bewing

- Status changed from New to Acknowledged
- % Done changed from 0 to 100