

## Kerbal Space Program - Bug #1124

### Permanent Connection on placed Mk1 Cockpit

07/25/2013 01:42 PM - SyberSmoke

<b>Status:</b>	Closed	<b>Start date:</b>	07/25/2013
<b>Severity:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Parts		
<b>Target version:</b>			
<b>Version:</b>	0.21	<b>Language:</b>	English (US)
<b>Platform:</b>	Linux, OSX, Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

In the three following images I display a bug and placement on the cockpit where the bug is present. The game is currently unmodified.

The bug:

The bug presents as an inability to detach items attached to the cockpit. I have tested with the small rocket engines around the entirety of the cockpit and only the range presented in the images is affected. At the same time I have placed the objects forward and aft of the positions shown and they detach as normal. Only single items appear to be affected since removing the opposite of a symmetrical item will remove it's stuck counterpart.

When the item that is attached is clicked, it will act as if I clicked the cockpit I placed as the first item for the ship. All of the show position exhibit this error. This is a little obscure for a bug, but I hope others will look at the images and replicate this also. I have tried this on three new planes in the Hanger using that cockpit and they have all shown the same error.

<http://i.imgur.com/yleygoK.jpg> - Side view of effected area  
<http://i.imgur.com/ok15C0u.jpg> - Front View of effected area  
<http://i.imgur.com/4J1mdB5.jpg> - Rear view of effected area

#### History

##### #1 - 07/25/2013 01:48 PM - Anonymous

- Status changed from New to Confirmed
- % Done changed from 0 to 10

I saw the same bug in the previous version. I placed a part on the hatch of a lander can, and couldn't remove it. I think it might have something to do with the parts obstructing the hatch/place where Kerbonauts exit.

##### #2 - 07/17/2016 09:24 AM - TriggerAu

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

##### #3 - 07/17/2016 09:18 PM - Claw

- Status changed from Needs Clarification to Closed
- % Done changed from 0 to 100
- Platform Linux, OSX, Windows added
- Platform deleted (Any)

No issues noted with the new Mk1 cockpit and small rocket engines. No problems attaching on/around the hatches either. Likely made moot by Mk1 changes and editor fixes.