

## Kerbal Space Program - Bug #1134

### Cannot launch vehicle by clicking launchpad at KSC

07/26/2013 01:04 AM - XenonSpark

<b>Status:</b>	Closed	<b>Start date:</b>	07/26/2013
<b>Severity:</b>	Very Low	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Controls and UI		
<b>Target version:</b>			
<b>Version:</b>	0.21.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

When I am looking at the Kerbal Space Center overview and I click on the launchpad, the menu comes up as usual, with a list of crafts and available astronauts and a mission flag. I am able to select a craft from the list; its description will appear, and the astronauts lists will populate correctly, but when I click the green "Launch" button on the top-right corner of the menu, it simply closes the box and I am returned to the KSC overview.

I have tried this process with various crafts, both stock and my own creations.  
I have tried launching spaceplanes from the runway, this works fine every time.  
I have tried different crew arrangements.  
I have tried various mission flags.

#### History

##### #1 - 07/27/2013 01:21 PM - zxcvb55

I'm not having any issues with the launchpad on my end. It might be helpful if you include your output\_log file. It should be found by going to Kerbal Space Program/KSP\_Data/output\_log.txt

Just update this bug report with that file attached, the info provided in it can be very useful for the devs.

##### #2 - 07/27/2015 06:04 PM - Squelch

- Platform Win32 added
- Platform deleted (Windows)

##### #3 - 11/19/2015 06:14 PM - sal\_vager

- Status changed from New to Need More Info

Please retest on a current version of KSP and provide more information if this persists.

<http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>

##### #4 - 11/19/2015 06:14 PM - sal\_vager

- Severity changed from Normal to Very Low

##### #5 - 07/17/2016 09:40 AM - TriggerAu

- Status changed from Need More Info to Needs Clarification

##### #6 - 07/17/2016 09:29 PM - Claw

- Status changed from Needs Clarification to Closed
- % Done changed from 0 to 100
- Platform Windows added
- Platform deleted (Win32)

There was an NRE that would cause issues launching craft under many circumstances, but that has been fixed. No issues noted in 1.1.3.