

Kerbal Space Program - Bug #13469

merged ships do not have attachment nodes

12/20/2016 07:04 PM - im_made_of_jam

| | | | |
|------------------------|---------|---------------------|--------------|
| Status: | Closed | Start date: | 12/20/2016 |
| Severity: | Low | % Done: | 100% |
| Assignee: | | | |
| Category: | | | |
| Target version: | | | |
| Version: | 1.2.2 | Language: | English (US) |
| Platform: | Windows | Mod Related: | No |
| Expansion: | | | |

Description

When you merge a saved ship file, the merged ship does not have attachment nodes.

History

#1 - 12/20/2016 11:51 PM - AlffromKerbal

Have you tried the "Root Part" tool?
I sometimes have this too, but "Root Part" always worked yet and gave me a node.

http://wiki.kerbalspaceprogram.com/wiki/Root_part

#2 - 12/21/2016 06:46 PM - im_made_of_jam

AlffromKerbal wrote:

Have you tried the "Root Part" tool?
I sometimes have this too, but "Root Part" always worked yet and gave me a node.

http://wiki.kerbalspaceprogram.com/wiki/Root_part

restarting the game seems to work, but it will happen to me every 2-3 time i play the game

#3 - 12/22/2016 10:28 AM - sal_vager

- Status changed from *Confirmed* to *Need More Info*
- % Done changed from 10 to 0

Hi im_made_of_jam, I am not able to reproduce this issue, please provide reproduction steps and the craft files you are using, see the [wiki](#) for more details.

#4 - 07/25/2019 09:34 PM - chris.fulton

- Status changed from *Need More Info* to *Resolved*
- % Done changed from 0 to 100

#5 - 07/25/2019 09:34 PM - chris.fulton

- Status changed from *Resolved* to *Closed*