# 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*