

## Kerbal Space Program - Bug #14181

### Change Docked Asteroid Vessel Type to 'SpaceObj' causes control issues

03/12/2017 03:36 AM - bdcrazy

|                        |          |                     |              |
|------------------------|----------|---------------------|--------------|
| <b>Status:</b>         | New      | <b>Start date:</b>  | 03/12/2017   |
| <b>Severity:</b>       | Low      | <b>% Done:</b>      | 0%           |
| <b>Assignee:</b>       |          |                     |              |
| <b>Category:</b>       | Gameplay |                     |              |
| <b>Target version:</b> |          |                     |              |
| <b>Version:</b>        | 1.2.2    | <b>Language:</b>    | English (US) |
| <b>Platform:</b>       | Windows  | <b>Mod Related:</b> | No           |
| <b>Expansion:</b>      |          |                     |              |

#### Description

Scenario:

Dock to an asteroid with an Advanced Grabbing Unit

Do a rename vessel and change the Vessel Type to SpaceObj with or without changing the actual name.

Go to Tracking Station

The vessel is now in the SpaceObj category, renamed to the initial asteroid designation.

Flying the vessel at this point produces a mostly uncontrollable vessel, aside from sas targets and on/off thrust.

If you again do a rename to anything besides SpaceObj, head back to the tracking station and re-fly, it returns to normal control.