

## Kerbal Space Program - Bug #2515

### Ship landed on KSC2 launchpad blocks further launches

06/07/2014 04:36 PM - Kasuha

<b>Status:</b> Duplicate	<b>Start date:</b> 06/07/2014
<b>Severity:</b> Low	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b> Gameplay	
<b>Target version:</b>	
<b>Version:</b> 0.23.5	<b>Language:</b> English (US)
<b>Platform:</b> Any	<b>Mod Related:</b> No
<b>Expansion:</b>	
<b>Description</b>	
<p>This seems to be reported before on forums but I did not find it reported here. Forum link: <a href="http://forum.kerbalspaceprogram.com/threads/50665-KSC-and-KSC2-LaunchPads-are-linked">http://forum.kerbalspaceprogram.com/threads/50665-KSC-and-KSC2-LaunchPads-are-linked</a></p> <p>Any ship (spaceplane in this case but a Kerbal or just a flag will do) placed on launchpad in KSC2 makes the game think it is placed on launchpad and must be removed before launching another rocket from KSC.</p> <p>Images: <a href="http://imgur.com/a/UUrhi">http://imgur.com/a/UUrhi</a></p> <p>I'm attaching a quicksave with the situation. The game is completely stock, no mods installed. The plane on KSC2 launchpad is the only ship in game.</p>	
<b>Related issues:</b>	
Is duplicate of Kerbal Space Program - Bug #1261: Launch pad in the Inland Ke...	<b>Closed</b> <b>09/01/2013</b>

#### History

##### #1 - 07/17/2016 09:26 AM - TriggerAu

- Status changed from New to Needs Clarification

##### #2 - 08/03/2016 08:47 AM - bewing

- Is duplicate of Bug #1261: Launch pad in the Inland Kerbal Space Center (KSC 2) blocks official one added

##### #3 - 10/15/2016 06:52 PM - Kasuha

Bug is still present in 1.2

##### #4 - 11/11/2016 01:29 PM - sal\_vager

- Status changed from Needs Clarification to Duplicate

- % Done changed from 0 to 100

Yes, it's still occurring, this report is a duplicate of [#1261](#) however.

#### Files

quicksave.sfs	128 KB	06/07/2014	Kasuha
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