

# Kerbal Space Program - Bug #25930

## Surface Deployed Science picking up bug

08/07/2020 09:08 PM - inna.ironheart

|                        |                  |                     |              |
|------------------------|------------------|---------------------|--------------|
| <b>Status:</b>         | Resolved         | <b>Start date:</b>  | 08/07/2020   |
| <b>Severity:</b>       | Low              | <b>% Done:</b>      | 100%         |
| <b>Assignee:</b>       |                  |                     |              |
| <b>Category:</b>       | Deployed Science |                     |              |
| <b>Target version:</b> | 1.12.0           |                     |              |
| <b>Version:</b>        | 1.10.1           | <b>Language:</b>    | English (US) |
| <b>Platform:</b>       | Windows          | <b>Mod Related:</b> | No           |
| <b>Expansion:</b>      | Core Game        |                     |              |

### Description

For some reason I cannot pick up previously deployed science modules more than one time per scene load: the first one goes smooth, kerbal picks it up from the ground and places it into the cargo bay of the nearby spacecraft. When it comes to second time, a bug appears: module plays it's shutdown animation, but the inventory is empty. And also the game probably thinks that this module is currently in kerbal's inventory and the "Pick Up Part" button for any other module is inactive.

How to reproduce:

1. We need a kerbal on EVA, a craft with a cargo bay and some deployed science modules working.
2. Pick up the first one, place it into a cargo bay and return for next.
3. Press "Pick Up Part" button for any other module and here we go.

I have to reload the scene completely to regain the possibility of picking up these science parts or see second one that was placed in inventory (originally it was erroneously "invisible").

### History

#### #1 - 08/07/2020 09:10 PM - inna.ironheart

Mods used: Scatterer, Chatterer, Tracking Station Evolved, Kerbal Alarm Clock, Texture Replacer and a bit of custom-painted flags, so none of my mods are tampering the gameplay mechanics.

#### #2 - 08/08/2020 09:30 PM - dok\_377

Observing the same behavior. Might be related to issue [#25701](#), which didn't get fixed in 1.10.1.

#### #4 - 08/19/2020 03:44 PM - just\_jim

- Status changed from New to Confirmed

- % Done changed from 0 to 10

#### #5 - 06/24/2021 10:39 PM - victorr

- Status changed from Confirmed to Ready to Test

- Target version set to 1.12.0

- % Done changed from 10 to 80

We have made some changes in this last 1.12.0 release and would like some feedback on this issue. Thanks.

#### #6 - 08/09/2021 02:25 PM - Technicalfool

- Status changed from Ready to Test to Resolved

- % Done changed from 80 to 100