

# Kerbal Space Program - Bug #28132

## craft is landed in orbit

07/01/2021 12:30 AM - fisban

<b>Status:</b>	New	<b>Start date:</b>	07/01/2021
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Planets		
<b>Target version:</b>			
<b>Version:</b>	1.12.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Breaking Ground, Core Game, Making History		

### Description

windows 10 64 bit

game version 1.12.1.3142

making history 1.12.0

breaking ground 1.7.0

when craft was landed on mun craft fell over on side. I turned up throttle and bounced the craft off the ground and was able to fly off ground but craft status still showed landed with an altitude of 2k+, i have reported this bug before(I think it was deleted because I cant find it) I don't know what parts but it appears that if certain parts come in contact with ground while the vessel is accelerating the game thinks its driving on the ground and wont update the orbital information. it will also lock the vessel status as landed even though the altitude meter shows a climb. when vessel is locked in this state only way that I can see to fix it is to reload when the craft was landed on the ground, some times landing the craft will fix this bug but not always. bug was found in carrier mode.

to recreate land ship on mun, put ship on side, make sure all damage cheats are off, full throttle, retract landing gear(not needed but helps make bug easy to recreate), wait for bounce and quickly point nose to space. the longer the vessel travels across the ground before liftoff the higher the chances of recreating the bug. bug may exist on other planets but the mun is where I detected it.

### History

#### #1 - 07/01/2021 12:50 AM - fisban

- File quicksave #1.sfs added

i was able to recreate the bug in sandbox mode using the obit cheat to travel to the mun.

i was able to trick the game into allowing me to quick save by using EVA i attached quicksave #1 when i saved jeb was next to the vessel but the bug caused a problem in the save file and jeb was transported away from the vessel

### Files

persistent.sfs	1.13 MB	06/30/2021	fisban
skipper 6 lander1.craft	606 KB	06/30/2021	fisban
Screenshot (9).png	1.98 MB	07/01/2021	fisban
Screenshot (12).png	2.25 MB	07/01/2021	fisban
Screenshot (15).png	2.27 MB	07/01/2021	fisban
Screenshot (16).png	2.22 MB	07/01/2021	fisban
Screenshot (17).png	2.62 MB	07/01/2021	fisban
Screenshot (19).png	2.44 MB	07/01/2021	fisban
quicksave #1.sfs	705 KB	07/01/2021	fisban