

Kerbal Space Program - Bug #28572

vessel raised from surface to orbit still shows as an landed

10/31/2021 10:59 AM - jukkamuhonen@hotmail.com

Status:	New	Start date:	10/31/2021
Severity:	Low	% Done:	0%
Assignee:			
Category:	Physics		
Target version:			
Version:	1.12.2	Language:	English (US)
Platform:	Windows	Mod Related:	Yes
Expansion:	Breaking Ground, Core Game, Making History		

Description

i were docked to minmus fuel base, did go to orbit but it still shows its landed, and because its moving i cant save game and share problem

History

#1 - 10/31/2021 11:01 AM - jukkamuhonen@hotmail.com

- File *landed not landed.sfs* added

Now i managed to retroburn to surface 0m/s, to make it stop, quicksaved and here is landed ship on sub orbit. One thing to notice is that once i stop surface speed, go to tracking center and come back, problem is gone.

Files

Näyttökuvaa (42).png	2.16 MB	10/31/2021	jukkamuhonen@hotmail.com
landed not landed.sfs	4.9 MB	10/31/2021	jukkamuhonen@hotmail.com