

Kerbal Space Program - Bug #28667

Multi-Module Shift Grab Glitch

10/24/2022 06:36 PM - Toy4x4funrun

Status:	New	Start date:	10/24/2022
Severity:	Low	% Done:	0%
Assignee:			
Category:	Editor		
Target version:			
Version:	1.12.3	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

Hello, I found an issue in the VAB when having multiple modules on a ship. I placed down an HECS and then attach a MK1-3 Command module. If I shift click the MK1-3 command module and place the ship back down, it disappears, all staging disappears, but the cost of the ship is still present, all parts are available for placement from the menu, and if I try to exit the VAB nothing happens.

I made a video detailing the issue. The video came out to 40MBs and your ticket upload cap is 20MBs so I have attached a link below to download the MP4.

<https://1drv.ms/v/s!AkCWHZK9flGsicAP-oGr4jkonJDPjQ?e=wlsldo>