

Kerbal Space Program - Bug #28695

Radial mount BZ-52. Self shifting

01/26/2023 12:54 AM - kerlon_kersk

Status:	New	Start date:	01/26/2023
Severity:	Low	% Done:	0%
Assignee:			
Category:	Parts		
Target version:	1.12.5		
Version:	1.12.5	Language:	English (US), русский (Russian)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

When radial mount BZ-52 is a main part for attaching to other vessel - it shifts after launch or save as block. See screenshot

- 1) create any rocket with mount BZ-52.
- 2) rearrange it as a main part.
- 3) save or add to another vessel.
- 4) bingo, you have a crap instead what you built

Files

bug.jpg	498 KB	01/26/2023	kerlon_kersk
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