

Kerbal Space Program - Bug #28700

Issue With VAB And SPH

02/16/2023 08:21 PM - Taxer

Status:	New	Start date:	02/16/2023
Severity:	Low	% Done:	0%
Assignee:			
Category:	Buildings		
Target version:	1.12.5		
Version:	1.12.5	Language:	English (US)
Platform:	Windows	Mod Related:	Yes
Expansion:	Breaking Ground, Core Game, Making History		

Description

- Sometimes When Entering The Vab And Trying To Attach Parts It Succseeds but then detatches, Problem Is That The Game Thinks Its Still Attached.
- When You Load Another Ship They Clip Into Eachother With Both Of Them Being Valid.
- You Cannot Launch The Ships Neither Can You Leave The Vab
- This Also Applys To The SPH.
- Mainly Caused With Mods Enables