

Kerbal Space Program - Bug #350

When undocking, the engine of the other ship stays in the staging sequence of the current ship.

03/11/2013 12:41 PM - MBobrik

Status:	Closed	Start date:	03/11/2013
Severity:	Very Low	% Done:	100%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	0.19	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

See SShot1 before undocking. and SShot2 after undocking.

History

#1 - 03/18/2013 06:03 AM - Okan170

- Status changed from New to Confirmed
- % Done changed from 0 to 10

Noticed this behavior only since updating to 0.19. Advancing the staging eliminates the phantom engine.

#2 - 10/25/2013 05:48 PM - sr

- Version set to 0.19
- Platform Any added

I can not reproduce this behavior with 0.22. Could you please check if this is still an issue for you?

#3 - 11/19/2013 12:40 PM - sr

- Status changed from Confirmed to Closed
- % Done changed from 10 to 100

Closing bug due to inactivity. Assuming fixed, since I cannot reproduce. If you find the bug to still be an issue for you, please re-open the issue.

Files

SShot1.png	345 KB	03/11/2013	MBobrik
SShot2.png	613 KB	03/11/2013	MBobrik