

Kerbal Space Program - Bug #3882

Staging on the Pad does not take effect.

12/21/2014 07:17 AM - roninpawn

Status:	Closed	Start date:	12/21/2014
Severity:	Low	% Done:	100%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	0.90	Language:	English (US)
Platform:	Win32	Mod Related:	No
Expansion:			

Description

Tricky one to reproduce: Start new career mode. Grab the first 2 contracts. Build a ship with a single SRB and a parachute. Forget to stage it. Launch it and let the parachute deploy at the same time the SRB fires. Whoops. Revert to launch. Re-stage it properly on the launchpad. Hit spacebar to launch.

Result: The SRB is ignored and the parachute deploys instead.

History

#1 - 12/23/2014 07:36 AM - unseeingwhale

Can you please attach screenshots of the staging before each launch?

#2 - 01/14/2015 03:09 PM - RexKramer

- Status changed from New to Need More Info

Could not duplicate, but I'm using OSX.

Marking as need more information.

#3 - 07/27/2015 05:56 PM - Squelch

- Platform Win32 added

- Platform deleted (Windows)

#4 - 07/17/2016 09:31 AM - TriggerAu

- Status changed from Need More Info to Needs Clarification

#5 - 08/09/2016 11:30 AM - TriggerAu

- Status changed from Needs Clarification to Closed

- % Done changed from 0 to 100

Closing this report out for now. If you find it is still occurring in the latest version of KSP please open a new report (and this one can be linked to it.) For best results, the wiki contains really useful info for when creating a report <http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>.

You can also ask questions about the bug cleanup in the forum here:

<http://forum.kerbalspaceprogram.com/index.php?/topic/143980-time-to-clean-up-the-bug-tracker/> and tag @TriggerAu to get my attention