

## Kerbal Space Program - Bug #4006

### shrinking structural fuselage / MK1 liquid fuel fuselage on revert to launch/load quicksave if the part is the main root

02/01/2015 11:58 AM - sir\_frost

<b>Status:</b>	Closed	<b>Start date:</b>	02/01/2015
<b>Severity:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Parts		
<b>Target version:</b>			
<b>Version:</b>	0.90	<b>Language:</b>	English (US)
<b>Platform:</b>	Win32	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

if i launch a craft with a structural fuselage or a MK1 liquid fuel fuselage attached as the main root (either as the first part or by selecting a new root with the root tool) and then reverts the flight to launch the fuselage changes size to become smaller changes size.

\*parts attached will stay attached in their original position hovering outside the fuselage

\*hitbox will also shrink to the same size

\*it does not matter if i launch from the VAB or the spaceplane hangar

\*it also occur if you load a quicksave instead of reverting to launch

I can reproduce this bug on all crafts i tried

Steps to reproduce

\*go to VAB

\*select a structural fuselage or a MK1 liquid fuel fuselage (place as the first part)(you might want a part to compare for size any will do)

\*launch

\*Revert to launch

the bug does not hinder gameplay because you can still fly all crafts normally even with the smaller part, although it looks ugly

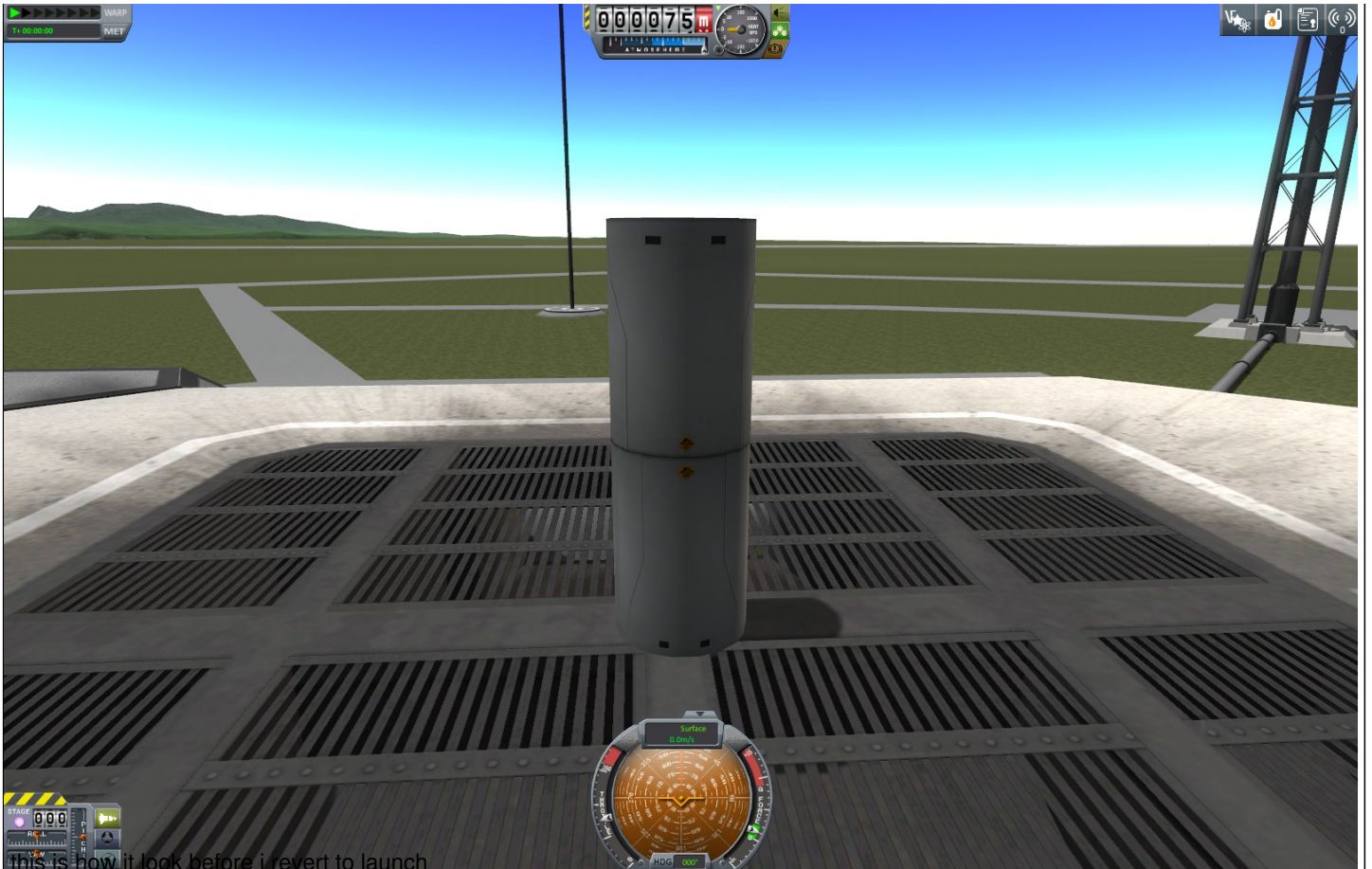
i have been experiencing this for a while did not know what happened but if you re root the craft everything works fine

im running

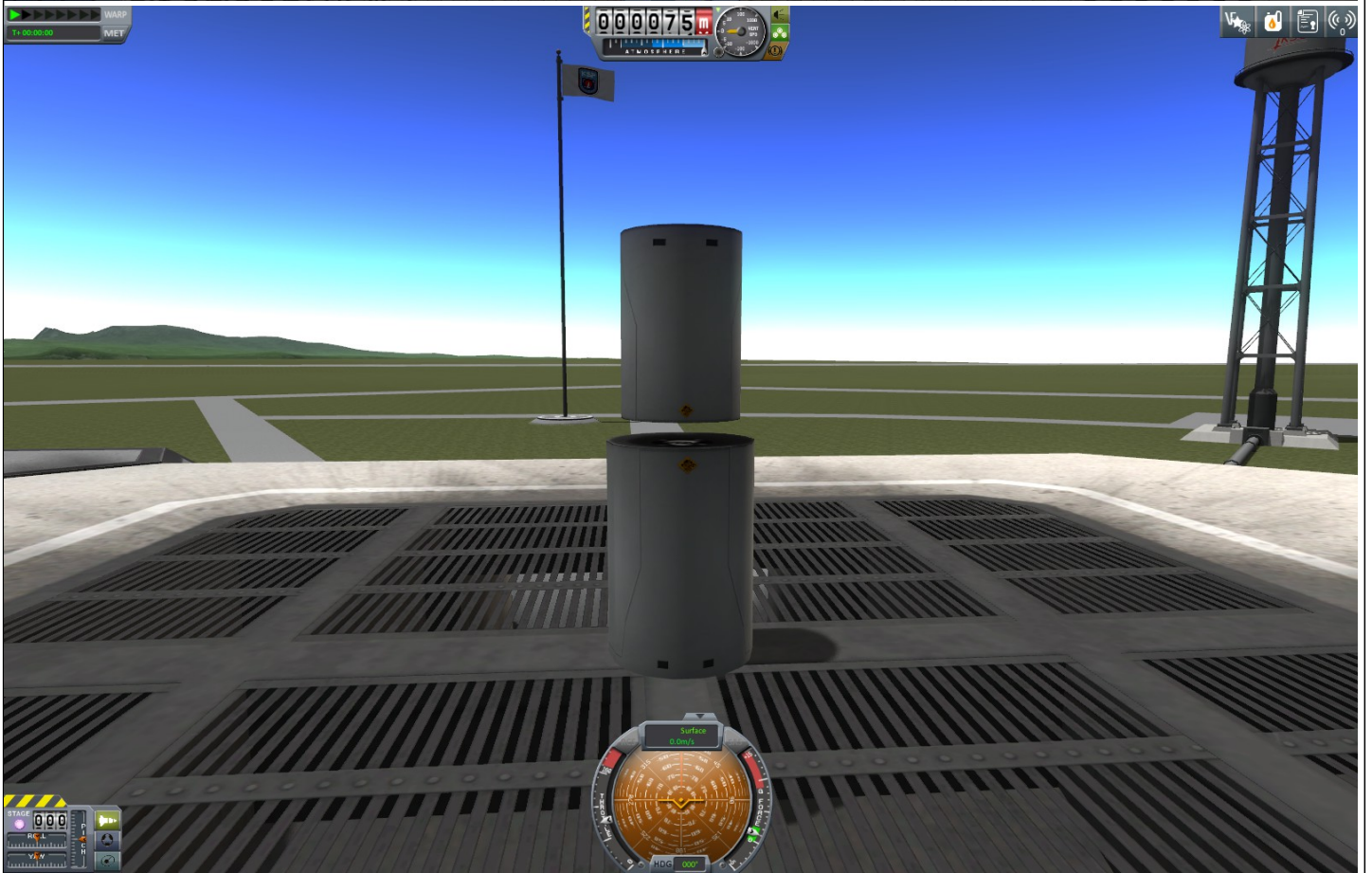
\*ksp version 0.90

\*win 7 64-bit

\*running game through steam



this is how it look before i revert to launch



this is how it look after i revert to launch

## History

#1 - 07/27/2015 05:56 PM - Squelch

- Platform Win32 added
- Platform deleted (Windows)

**#2 - 07/17/2016 09:32 AM - TriggerAu**

- Status changed from New to Needs Clarification

**#3 - 07/17/2016 04:47 PM - sir\_frost**

- Status changed from Needs Clarification to Resolved
- % Done changed from 0 to 100

this issue has been fixed

**#4 - 07/18/2016 03:43 AM - TriggerAu**

- Status changed from Resolved to Closed

Thanks sir\_frost

**Files**

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2015-02-01_00003.jpg	281 KB	02/01/2015	sir_frost
2015-02-01_00002.jpg	301 KB	02/01/2015	sir_frost