

## Kerbal Space Program - Bug #5121

### Missbehaviour with contents non-opened fairings after decoupling

06/11/2015 02:30 PM - diego\_gz

<b>Status:</b>	Duplicate	<b>Start date:</b>	06/11/2015
<b>Severity:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Parts		
<b>Target version:</b>			
<b>Version:</b>	1.0.2	<b>Language:</b>	English (US)
<b>Platform:</b>	Any	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

This happened to me with this structure:

```
[ fairing base ][ decoupler1 ][ Vessel ][ decoupler2 ][ heat shield]
```

The fairing was closed against the heat shield and the vessel contained engines, parachutes, solar panels, etc.

The design was similar to a Mars probe.

The staging would first activate decoupler2, freeing the heat shield. Then, decoupler1 would be activated so the Vessel gets out of the fairing.

The bug comes here. After the Vessel leaves the fairing, I cannot activate engines, parachutes or solar panels because it thinks it is still inside the fairing.

I am using the Linux version (64bit) although this may affect all the versions.

#### Related issues:

Related to Kerbal Space Program - Bug #4955: Staging engine together with fai...

**Closed**

**05/09/2015**

#### History

**#1 - 12/16/2015 10:24 AM - sal\_vager**

- Related to Bug #4955: Staging engine together with fairing does not activate the engine added

**#2 - 12/16/2015 10:25 AM - sal\_vager**

- Status changed from New to Duplicate

- % Done changed from 0 to 100

Thanks for the report Missbehaviour, there's been a few reports on this so I'll combine them :)