

## Kerbal Space Program - Bug #5362

### Unused part config in GameData/Squad

09/02/2015 05:55 PM - blowfish

<b>Status:</b>	Closed	<b>Start date:</b>	09/02/2015
<b>Severity:</b>	Low	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Parts		
<b>Target version:</b>			
<b>Version:</b>	1.0.4	<b>Language:</b>	English (US)
<b>Platform:</b>	Any	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

GameData/Squad/Parts/Aero/shuttleWings/elevon.cfg appears to be a config for a part that no longer exists. Debug messages come up with it when loading the game because the model cannot be found. The part is marked as hidden in the editor and tech tree, however that doesn't make a difference because KSP just deletes the part when the model can't be found.

#### History

##### #1 - 06/11/2016 12:52 AM - blowfish

- Status changed from *New* to *Resolved*

- % Done changed from 0 to 100

##### #2 - 06/11/2016 12:56 AM - blowfish

- Status changed from *Resolved* to *Closed*