

## Kerbal Space Program - Bug #11713

### Rocket debris goes 'beyond sun' when only a sub-orbital craft

09/17/2016 08:12 PM - tar

<b>Status:</b>	New	<b>Start date:</b>	09/17/2016
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Map and Planetarium		
<b>Target version:</b>			
<b>Version:</b>	1.1.3	<b>Language:</b>	English (US)
<b>Platform:</b>	OSX	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

When flying a rocket that I have made,the debris should just run out of fuel and land,but it has flown out to altitude of ~6 digits,and when selecting the debris,my game freezes.I have repeated this,and it happens when a stayputnik overheats and the rocket flys away.May require short-timewarping.  
(demo 1.1.3)