

Kerbal Space Program - Bug #13065

Craft flips over on craft load from the tracking station

10/21/2016 12:09 AM - Phillipsturtle123

Status:	Closed	Start date:	10/21/2016
Severity:	Low	% Done:	100%
Assignee:			
Category:	Bug Tracker		
Target version:			
Version:	1.2.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

When loading in a craft either on Kerbin or on the Mun from the tracking station, the craft flips over when game physics ease in.

History

#1 - 06/19/2019 02:31 PM - Robert.Keech

- Status changed from New to Updated

- % Done changed from 0 to 10

Issue no longer occurs

#2 - 06/19/2019 02:31 PM - Robert.Keech

- Status changed from Updated to Resolved

- % Done changed from 10 to 100

#3 - 06/19/2019 04:11 PM - chris.fulton

- Status changed from Resolved to Closed

Files

2fc76b37f6fbd4c76b7da14be8eb6d4f.png	345 KB	10/21/2016	Phillipsturtle123
00b87aa7f2181ed410c82f148add2d9d.png	292 KB	10/21/2016	Phillipsturtle123
e32e632478b0da08f8232b5f8104fb99.png	367 KB	10/21/2016	Phillipsturtle123