

Kerbal Space Program - Bug #15626

Crafts spawn floating in the air if landing legs/gear are stowed

07/06/2017 04:04 PM - Avera9eJoe

Status:	New	Start date:	07/06/2017
Severity:	Normal	% Done:	0%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.3.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

Steps to repeat:

1. Build a craft that has landing legs/gear on the bottom
2. Stow the landing gear
3. launch the craft and watch how it spawns floating

My assumption is that vessels always spawn as if the gear is fully extended, and making them check if they are stowed should fix this.

History

#1 - 07/06/2017 07:09 PM - Avera9eJoe

- Description updated

#2 - 07/06/2017 07:09 PM - Avera9eJoe

- Description updated

#3 - 07/06/2017 07:10 PM - Avera9eJoe

- Description updated

#5 - 03/31/2021 11:26 PM - arthur.garza

- Expansion Core Game added