

## Kerbal Space Program - Bug #17165

### Vehicles launched from hanger with too many parts

01/31/2018 01:54 PM - Xepherys

<b>Status:</b>	New	<b>Start date:</b>	01/31/2018
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Application		
<b>Target version:</b>			
<b>Version:</b>	PS4 - Enhanced Edition 2018-01-16	<b>Language:</b>	English (US)
<b>Platform:</b>	PS4	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

Steps to reproduce:

1. Create a vehicle in the VAB that has more than 30 parts.
2. Go to the hangar, and open the vehicle.
3. Try to launch (while hanger cannot support more than 30 parts). Results in message that there are too many parts.
4. Remove parts to bring it down to 30.
5. Launch. Note that the original vehicle with more than 30 parts is brought out onto the runway.

At this point, launching and recovering the vehicle, even repeatedly, doesn't wok properly. Science points aren't gained and time doesn't move forward.

To fix: Open VAB and open or create a new vehicle, then launch it.