

# Kerbal Space Program - Bug #18026

## Explode Part node not working

03/14/2018 12:17 AM - Nebbie

<b>Status:</b>	Closed	<b>Start date:</b>	03/14/2018
<b>Severity:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>	1.4.3		
<b>Version:</b>	1.4.1	<b>Language:</b>	English (US), русский (Russian)
<b>Platform:</b>	Linux, Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Making History		

### Description

I'm trying to create an Apollo 13 mission, and for historical accuracy am using Explode Part on fuel tanks used by fuel cells. The nodes are triggering correctly, but the parts simply are not exploding.

### History

#### #1 - 03/14/2018 12:29 AM - Nebbie

- File Mission-Apollo 13 TEST.zip added

#### #2 - 03/16/2018 09:02 PM - Squelch

- Severity changed from High to Low

#### #3 - 03/21/2018 08:30 PM - Kerbal101

- Platform Windows added

- Language русский (Russian) added

One of our members reported the issue in the subforum, he uses RU\_ru game variant on Windows platform.

He claims that "Explode Node" did activate with RE-I5 (Skipper) and there was a message about exploding part in console, but it didn't actually explode.

He also claims that there is an "Explode Node" in stock missions - in Voskhod-2 specifically, however the corresponding UI element is **not** translated.

Scheme picture (blue node in the middle is the one): <https://i.imgur.com/reDWlQt.png>

Console picture: <https://i.imgur.com/S7uVvYj.png>

Picture showing that the node didn't register upon activation: <https://i.imgur.com/0FP4JEH.png>

Voskhod-2 explode part UI part not translated (on the bottom, right): <https://i.imgur.com/nNtkRkh.png>

The sample mission with the problem: <https://yadi.sk/d/37iC7hxe3Tc8gb>

Log file: <https://yadi.sk/i/qzakGHJ13Tc8gk>

#### #5 - 03/29/2018 10:37 AM - Squelch

- Status changed from New to Ready to Test

- Target version set to 1.4.2

- % Done changed from 0 to 80

These problems should now be fixed in 1.4.2

#### #6 - 03/29/2018 06:38 PM - Nebbie

- File Mission-Apollo 13 TEST.zip added

- Status changed from Ready to Test to Not Fixed

- % Done changed from 80 to 50

- Language deleted (русский (Russian))

Still not working, both in test and play mode of the mission, even after reselecting the part on the node. Uploading the current zip in case something changed with it that affects this.

**#7 - 03/29/2018 06:39 PM - Nebbie**

- Language русский (Russian) added

**#8 - 04/21/2018 01:23 AM - Squelch**

- Status changed from Not Fixed to Being Worked On

- Severity changed from Low to Normal

- % Done changed from 50 to 30

**#9 - 04/26/2018 10:18 PM - Squelch**

- Target version changed from 1.4.2 to 1.4.3

The problem only appears to have affected the attached mission on 1.4.2 and Linux. It was found working on Windows 1.4.2, and is confirmed to work now on Linux for 1.4.3.

**#10 - 04/26/2018 11:05 PM - Squelch**

- Status changed from Being Worked On to Ready to Test

- % Done changed from 30 to 80

**#11 - 05/05/2018 07:01 PM - Nebbie**

- Status changed from Ready to Test to Resolved

- % Done changed from 80 to 100

Confirmed working in 1.4.3.

**#12 - 07/26/2018 09:40 PM - joshua.collins**

- Status changed from Resolved to Closed

**Files**

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Mission-Apollo 13 TEST.zip	498 KB	03/14/2018	Nebbie
Mission-Apollo 13 TEST.zip	499 KB	03/29/2018	Nebbie