Kerbal Space Program - Bug #18040

Strange fairing behavior

03/14/2018 04:03 PM - xsr71

Status:	Closed		**Start date:**	03/14/2018
Severity:	Low		**% Done:**	100%
Assignee:				
Category:	Gameplay			
Target version:				
Version:	1.4.1		**Language:**	English (US)
Platform:	Windows		**Mod Related:**	No
Expansion:	Core Game, Making History			

Description

I'm not sure if I'm the one doing something wrong here, but I'm getting a weird behavior with saved crafts with built fairings.

1. Build a craft. Encase it in a fairing. Save it normally or save it as a sub-assembly.
2. Add the saved craft, either through the 'Merge' option when opening a craft file, or through a sub-assembly.

The expected behavior is to have the built fairing as part of the imported craft. It is indeed displayed when placing the craft, <u>but it will disappear as soon as the craft is placed</u>.

History

#1 - 06/27/2019 12:54 PM - Robert.Keech

- Status changed from New to Updated

- % Done changed from 0 to 10

Issue no longer occurs

#2 - 06/27/2019 12:54 PM - Robert.Keech

- Status changed from Updated to Resolved

- % Done changed from 10 to 100

#3 - 06/28/2019 12:21 AM - chris.fulton

- Status changed from Resolved to Closed

Files

20180314124842_1.jpg	335 KB	03/14/2018		xsr71
20180314124855_1.jpg	346 KB	03/14/2018		xsr71
20180314124904_1.jpg	324 KB	03/14/2018		xsr71
20180314124912_1.jpg	321 KB	03/14/2018		xsr71
20180314124955_1.jpg	320 KB	03/14/2018		xsr71
20180314125001_1.jpg	316 KB	03/14/2018		xsr71