

## Kerbal Space Program - Bug #18893

### Parts locked for runway and launch pad if VAB/SPH has yet to be accessed

05/13/2018 09:18 PM - jclovis3

<b>Status:</b>	New	<b>Start date:</b>	05/13/2018
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Parts		
<b>Target version:</b>			
<b>Version:</b>	1.4.3	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Making History		

#### Description

Runway and launch pad cannot access saved ships to spawn until either building has been entered at least once.

In the mission builder, I am testing a mission, and have already created some craft from previous tests. Upon starting a new test where the first control is from a Kerbal outside of any building, returning to the Space Center and then selecting the run way to launch a vehicle right away results in all ships saying the parts are all locked. Then I entered the SPH, exited back to the Space Center, and selected the runway again. Now all the ships are available.

I think this is the result of when the test is done to see what parts are available. I think this should happen when ever you try to access the launch pad or runway as well as you might upgrade a building or technology and want to use an already saved craft right away but will be told the parts were still locked.