

## Kerbal Space Program - Bug #20742

**Ctrl-z (undo) while holding last detached assembly and attempting attach as new radial addition cause instant quit, crash.**

12/22/2018 03:51 AM - Feiwuzei

<b>Status:</b>	New	<b>Start date:</b>	12/22/2018
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Application		
<b>Target version:</b>			
<b>Version:</b>	1.6.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Linux	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game, Making History		

### Description

Because building anything, multiple stacks, is easiest done on the center node. So I build a stack of six \_\_\_ with a LTV-45 on the bottom of a MK-1 with a heat sink and KERR parts(since rocket science is not random chance,) three goo containers, 2HOT Thermoeter, and barometer. Disconnect it hit ctrl-z while still having it selected, and the part is now red "ghosted" selection, and the original part is back where it started. Now I hit xx to make a triple radial, or it is already set to it, I mouse over the side of the original and three appear radials appear. I click to install and blip, the program closes instantly and Steam does a sync. Its faster than X the application window or of course menu quitting.

### History

#1 - 12/22/2018 03:56 AM - Feiwuzei

...with six FL-T100 Fuel Tanks...