

Kerbal Space Program - Bug #20761

KV-1/2/3 pods will not decouple without a part node-attached to base

12/26/2018 04:04 AM - raptor9_ksp

Status:	Confirmed	Start date:	12/25/2018
Severity:	Low	% Done:	10%
Assignee:			
Category:	Parts		
Target version:			
Version:	1.6.0	Language:	English (US)
Platform:	Linux, Windows	Mod Related:	No
Expansion:	Making History		

Description

The KV-1, KV-2, and KV-3 reentry pods from the Making History DLC will not decouple from their integrated base mounts unless the bottom node has another part node-attached to it. I tried placing a radial-attached part to the bottom of the base, and it still would not decouple. This behavior was consistent with all three pods, whether it was on the launch pad or in space, to include decoupling via staging, action group, or right-clicking in the Part Action Window.

To see if this bug was introduced in 1.6, I performed the same tests in 1.5.1 with the same results. Therefore I have no idea how long this bug has existed post-DLC release.

History

#1 - 12/29/2018 08:16 PM - Nebbie

- Status changed from New to Confirmed
- % Done changed from 0 to 10
- Platform Linux added

I would like to note while it's true the base stays attached, it appears you can't actually attach things to the base except by the bottom node, as while parts will attach horizontally, they stay with the spherical part and not the base after decoupling.