

## Kerbal Space Program - Bug #22772

### Discarded DeployScience item appears when launched

06/05/2019 04:13 AM - wasml

<b>Status:</b>	Closed	<b>Start date:</b>	06/05/2019
<b>Severity:</b>	Low	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Parts		
<b>Target version:</b>	1.8.1		
<b>Version:</b>	1.7.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Breaking Ground, Core Game		

#### Description

##### Description

When using launching a craft after removing a DeployedScience item the DeployedScience item shows up on the launch pad hovering in mid air and glowing red.

##### Steps to Replicate

- 1) Enter the VAB and place a probecore with a SEQ-3 cargo storage unit on it.
- 2) Load any of the DeployedScience items into the SEQ-3 container.
- 3) Remove the (just added) DeployedScience item and drop it off to the side – it should be glowing red now as it's not part of the vessel but is in the editor.
- 4) Launch the vessel.
- 5) Hit escape and "Revert Flight"/"Revert to VAB"

##### Expected

The vessel should appear on the pad but the DeployedScience item should not. Returning to the VAB and the unattached items should be gone.

##### Observed

The vessel appears on the pad and the DeployedScience item appears floating in the air and glowing red near by (From the VAB it seems to usually be over in the exhaust shoot towards the flag). Returning to the VAB the unattached items are still present.

##### Other info

Running a new clean install of KSP version 1.7.1 from the downloaded file ksp-win64-1.7.1.zip with the Breaking Ground expansion 1.0.0 installed on a Windows 10 PC.

#### Related issues:

Has duplicate Kerbal Space Program - Bug #22773: Discarded DeployScience item...	<b>Duplicate</b>	<b>06/05/2019</b>
--	------------------	-------------------

#### History

##### #1 - 06/12/2019 08:00 PM - chris.fulton

- Has duplicate Bug #22773: Discarded DeployScience item appears when launched added

##### #2 - 11/01/2019 03:55 PM - victorr

- Status changed from New to Ready to Test

- Assignee set to victorr

- Target version set to 1.8.1

- % Done changed from 0 to 80

We've made some changes in this most recent version and would like some feedback on this issue. Thanks.

##### #3 - 11/03/2019 08:49 PM - wasml

Tried on a clean install with BG and another clean install with MH and BG. I did not see this problem on the pad or after reverting to the VAB - looks good.

Edit: KSP version 1.8.1

**#4 - 12/04/2019 07:04 PM - victorr**

- Assignee deleted (*victorr*)

**#5 - 02/21/2020 01:38 AM - chris.fulton**

- Status changed from *Ready to Test* to *Resolved*

- % Done changed from *80* to *100*

**#6 - 02/21/2020 01:38 AM - chris.fulton**

- Status changed from *Resolved* to *Closed*

## Files

---

ScreenShot.png

151 KB

06/05/2019

wasml