Kerbal Space Program - Bug #22931

Aerodynamic Properties of vessel change after save

06/19/2019 06:05 AM - joseph.e.hunter@gmail.com

Status:	New	**Start date:**	06/19/2019
Severity:	Low	**% Done:**	0%
Assignee:			
Category:	Bug Tracker		
Target version:			
Version:	Xbox One - Enhanced Edition 2019-03-28 Patch 4	**Language:**	English (US)
Platform:	XBoxOne	**Mod Related:**	No
Expansion:	Core Game, Making History		

Description

Ok, first time I thought it was my building skills, but now I'm certain...

I have a vessel that can be classified as a Kerbin capable, refuelable, VTOL SSTO. I worked very hard to optimize this bad boy: It can reach and land on Minimus, VTOL around Kerbin, Semi-circumnavigate and return... it's legit.

However, it can only do all of these wonderful things after an initial launch. That is: Launch from Dessert, reach Mach 3, refuel at North Pole, reach mach 3, return to Dessert, mach 3, Land on a Mountain, Return to Lowlands, Save.

Upon reload, I can't reach Mach 1! what? I'm so flamed right now. I know it's not a weight issue; it won't reach Mach 1 at half fuel.

I'm certain the craft has the proper aerodynamic properties; I greatly reduced drag after having this problem once before. I streamed an anomaly hunting session on Mixer with iteration 2.

Why is this happening? Someone please email me.

Files

1560923024295552506331440628790 8.jpg	2.9 MB	06/19/2019	joseph.e.hunter@gmail.com
1560923068160874807180635389518 6.jpg	2.69 MB	06/19/2019	joseph.e.hunter@gmail.com
1560923116020520074643745593968 5.jpg	2.82 MB	06/19/2019	joseph.e.hunter@gmail.com
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