

## Kerbal Space Program - Bug #22931

### Aerodynamic Properties of vessel change after save

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

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

15609230242955525063314406287908.jpg	2.9 MB	06/19/2019	joseph.e.hunter@gmail.com
15609230681608748071806353895186.jpg	2.69 MB	06/19/2019	joseph.e.hunter@gmail.com
15609231160205200746437455939685.jpg	2.82 MB	06/19/2019	joseph.e.hunter@gmail.com
15609234200357970873944491948821.jpg	2.69 MB	06/19/2019	joseph.e.hunter@gmail.com
15609242010125881423306650226062.jpg	2.62 MB	06/19/2019	joseph.e.hunter@gmail.com