# Kerbal Space Program - Bug #22994

## Craft explodes on launch. Reverting flight seems to make it work

06/24/2019 09:29 PM - Klapaucius

| | | | | |
|---|---|---|---|---|
| **Status:** | New | | **Start date:** | 06/24/2019 |
| **Severity:** | Low | | **% Done:** | 0% |
| **Assignee:** | | | | |
| **Category:** | Bug Tracker | | | |
| **Target version:** | | | | |
| **Version:** | 1.7.2 | | **Language:** | English (US) |
| **Platform:** | Windows | | **Mod Related:** | No |
| **Expansion:** | Breaking Ground | | | |

### Description

Whenever I place this craft on the runway the first time it explodes. If I revert the flight to launch, it then works fine.

Craft file is attached.

Here is a video link demonstrating the issue:  https://youtu.be/w7lrLPYjwMs

### Related issues:

| | | |
|---|---|---|
| Has duplicate Kerbal Space Program - Bug #22995: Craft explodes on launch. Re... | **Duplicate** | **06/24/2019** |

## History

**#1 - 06/24/2019 10:02 PM - diomedea**

*- Has duplicate Bug #22995: Craft explodes on launch. Reverting flight seems to make it work added*

## Files

| | | | |
|---|---|---|---|
| Kant.craft | 176 KB | 06/24/2019 | Klapaucius |