

Kerbal Space Program - Bug #22995

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

06/24/2019 09:30 PM - Klapaucius

Status:	Duplicate	Start date:	06/24/2019
Severity:	Low	% Done:	100%
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:

Is duplicate of Kerbal Space Program - Bug #22994: Craft explodes on launch. ...	New	06/24/2019
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History

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

- Is duplicate of Bug #22994: Craft explodes on launch. Reverting flight seems to make it work added

#2 - 06/24/2019 10:02 PM - diomedea

- Status changed from New to Duplicate

- % Done changed from 0 to 100