Kerbal Space Program - Bug #23170

1.7.3 Launch bug

07/11/2019 10:50 PM - vojvol

Status:	Need More Info	**Start date:**	07/11/2019
Severity:	Low	**% Done:**	0%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.7.3	**Language:**	English (US)
Platform:	Windows	**Mod Related:**	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

When you want to launch any rocket/airplane it will every time think that there is not any module to control the rocket/airplane (It happens on rocket/airplane that worked before)

History

#1 - 07/12/2019 01:30 AM - Dunbaratu

vojvol wrote:

> When you want to launch any rocket/airplane it will every time think that there is not any module to control the rocket/airplane (It happens on rocket/airplane that worked before)

There are things outside of the vessel design's craft file itself that can vary and validly cause this. Did you have available crew to populate a crew capsule before but don't anymore? Are satellites in different positions so the antenna connection isn't the same? Is it a new save in which you have different settings for antenna connection requirements than you did before?

Not saying you're wrong - just that a good bug report should mention all that so SQUAD devs know you already eliminated the "legit" explanations for it.

(NOT a SQUAD dev here - I'm just another user.)

#2 - 07/12/2019 04:03 PM - diomedea

- Status changed from New to Need More Info

Indeed there's not much we can do without adequate information. At the very least the issue has to be seen happening by devs to be first diagnosed, then fixed.

Most probably all the needed information would be found in a save file, as it embeds difficulty settings and the craft(s) used; anyway is better to also show one or more pictures of the situation and the steps done to arrive at the issue (even if may seem obvious, too often are not).