

Kerbal Space Program - Bug #23329

Craft conflict rootpart?

08/10/2019 07:15 PM - PrvDancer85

Status:	New	Start date:	08/10/2019
Severity:	Low	% Done:	0%
Assignee:			
Category:	Bug Tracker		
Target version:			
Version:	PS4 - Enhanced Edition 2019-07-31 Patch 8	Language:	English (US)
Platform:	PS4	Mod Related:	No
Expansion:	Core Game		

Description

Ive a ship in interplanetary space wich is incontrollable besides it has ec and kerbals on board. I cant do anything with it. When iam eva a kerbal via paw the nerv gets destroyed and the kerbal and the ship leaving kerbolsystem with the speed of light. If u quicksave and reload only the nerv apears. The ship was saved as subassembly with the nerv as rootpart and then put into an dockingport jr inside of an mk3 cargobay of an ssto. I could undock from the ssto and set a maneuver and burn it. Setup the next maneuver in 90 days and left it alone doing other stuf now i wanted to execute the maneuver and this happens