

## Kerbal Space Program - Bug #23354

### LFB KR 1x2 accepts rear engine mount

08/15/2019 03:18 PM - tamagotchii2003

<b>Status:</b>	Resolved	<b>Start date:</b>	08/15/2019
<b>Severity:</b>	Low	<b>% Done:</b>	100%
<b>Assignee:</b>	Robert.Keech		
<b>Category:</b>	Parts		
<b>Target version:</b>	1.11.1		
<b>Version:</b>	1.7.3	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		
<b>Description</b>			
<p>The LFB KR 1x2 has an off placed surface attach node underneath. This allows it to accept a few of the surface mountable engines such as the vector engine. There is a graphical error with its placement if this is an intended feature..</p> <p>please check this video for reference.</p> <p><a href="https://www.youtube.com/watch?v=FcRBH2pBc6I">https://www.youtube.com/watch?v=FcRBH2pBc6I</a></p>			

#### History

##### #1 - 06/02/2020 03:35 PM - Robert.Keech

- Status changed from New to Confirmed
- Assignee set to Robert.Keech
- % Done changed from 0 to 10

##### #3 - 01/29/2021 01:50 PM - victorr

- Status changed from Confirmed to Ready to Test
- Target version set to 1.11.1
- % Done changed from 10 to 80

We've made some changes in the latest version of the game and would like some feedback on this issue. Thanks.

##### #4 - 08/10/2021 03:48 PM - Technicalfool

- Status changed from Ready to Test to Resolved
- % Done changed from 80 to 100