

## Kerbal Space Program - Bug #23425

Creating new ship doesn't spawn you at launchpad, rather takes you back to a perviosly landed ship.

08/25/2019 02:17 PM - Jordan\_ddd

<b>Status:</b>	New	<b>Start date:</b>	08/25/2019
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>			
<b>Version:</b>	Xbox One - Enhanced Edition 2019-07-31 Patch 8	<b>Language:</b>	English (US)
<b>Platform:</b>	XBoxOne	<b>Mod Related:</b>	No
<b>Expansion:</b>	Making History		

### Description

Can't progress beyond the first challenge (build a rocket and land at the old runway). When i complete the challenge and land on the runway it prompts me to go to the VAB to start the next mission.

I go to the VAB, create the rocket for the next mission, when i press launch it doesn't put my new vessel on the launch pad, it takes me to my old rocket still landed at the runway. When i try to leave and go back to the VAB it says the building is locked.

Video to show what im talking about:

<https://youtu.be/rIZbbCD-fgM>