

## Kerbal Space Program - Bug #24798

### Just a reminder. #21915

02/06/2020 04:04 PM - dok\_377

<b>Status:</b>	Duplicate	<b>Start date:</b>	02/06/2020
<b>Severity:</b>	Low	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Parts		
<b>Target version:</b>			
<b>Version:</b>	1.9.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

#### Description

Just as the previous one, this one was confirmed with a lot of information to back it up months ago, but never got any attention. Still present in 1.8.1 and will be in 1.9, I'm sure.

[#21915](#)

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[#21915](#)

[#21915](#)

[#21915](#)

#### Related issues:

Related to Kerbal Space Program - Bug #21915: Interstage fairings now hold on...

**Resolved**

**04/17/2019**

#### History

**#1 - 02/13/2020 03:41 AM - dok\_377**

- Version changed from 1.8.1 to 1.9.0

**#2 - 02/13/2020 05:05 PM - Technicalfool**

- Related to Bug #21915: Interstage fairings now hold on to decoupled parts added

**#3 - 02/13/2020 08:41 PM - Technicalfool**

- Status changed from New to Duplicate

- % Done changed from 0 to 100