

Kerbal Space Program - Bug #25744

Broken Extended Solar Panel no longer looks damaged on reloading the scene

07/08/2020 10:03 AM - Anth12

Status:	Confirmed	Start date:	07/08/2020
Severity:	Low	% Done:	10%
Assignee:	Robert.Keech		
Category:	Graphics		
Target version:			
Version:	1.10.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		
Description			
Probably related to the fixing of #24913 I would set this issue to very low if I could. It just showed itself in the testing of #24913			
How to reproduce:			
<ol style="list-style-type: none">1. Load Pre Break.sfs2. manipulate the craft to break one of the solar panels3. Quick Save4. Quick Load			

History

- #1 - 07/08/2020 01:03 PM - klesh
- File 20200708085514_1.jpg added

- Status changed from New to Confirmed

- % Done changed from 0 to 10
- #2 - 09/02/2020 02:34 PM - Robert.Keech
- Assignee set to Robert.Keech

Files

Pre Break.sfs	95.2 KB	07/08/2020	Anth12
screenshot3.png	2.61 MB	07/08/2020	Anth12
20200708085514_1.jpg	233 KB	07/08/2020	klesh