

Kerbal Space Program - Bug #25827

Wrong ship on the launch pad

07/22/2020 09:49 AM - svpluto2

Status:	New	Start date:	07/22/2020
Severity:	Low	% Done:	0%
Assignee:			
Category:	Bug Tracker		
Target version:			
Version:	PS4 - Enhanced Edition 2020-06-23 Patch 12	Language:	English (US)
Platform:	PS4	Mod Related:	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

When reverting from the launch pad to VAB to change the ship, staging, etc, the old version of the ship loads even though the new version is saved. You need to clear the VAB several times and load the intended ship again. You only get the updated ship after several tries. This has been a problem for a number of previous versions too.

History

#1 - 04/06/2022 11:36 PM - Ande

svpluto2 wrote:

When reverting from the launch pad to VAB to change the ship, staging, etc, the old version of the ship loads even though the new version is saved. You need to clear the VAB several times and load the intended ship again. You only get the updated ship after several tries. This has been a problem for a number of previous versions too.

Still happens frequently, best way to prevent it. Go to load craft and delete the auto-saved craft... It's like game tries to be helpful and thinks you want to launch the autosave.