

# Kerbal Space Program - Bug #26239

## Part not attached at launch

10/11/2020 12:25 PM - Undeadoutlaw22

<b>Status:</b>	New	<b>Start date:</b>	10/11/2020
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Parts		
<b>Target version:</b>			
<b>Version:</b>	1.10.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

### Description

When I try to launch my rocket as soon as I load part of my ship is no longer attached when it should be and what makes it weird is that it doesn't fall off it is just floating slightly above the ground as soon as I load in. When building the rocket everything is attached as it should, the issue is only shown when I try to launch, i have already tried rebuilding that part of the rocket and restarting my game but nothing works.

### History

#1 - 10/11/2020 12:26 PM - Undeadoutlaw22

The floating part can be seen to the bottom left of the rocket.

### Files

ksp bug.png	1.67 MB	10/11/2020	Undeadoutlaw22
-------------	---------	------------	----------------