

Kerbal Space Program - Bug #26255

craft get glitched in SPH and the parts spawn in at a weird location at launch

10/14/2020 09:19 AM - MinerBat

Status:	New	Start date:	10/14/2020
Severity:	Low	% Done:	0%
Assignee:			
Category:	Parts		
Target version:			
Version:	1.10.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game		

Description

see video:

https://www.youtube.com/watch?v=CZ_y1eIYO08

i know that this technically is a duplicate of <https://bugs.kerbalspaceprogram.com/issues/26239> but i could not find a comment section and my video does add additional information rather than just saying the same thing twice.

sorry that i dont know how to recreate it it just happened during building (i did leave the game and came back another time multiple times but i dont know if that has something to with it) it worked fine halfway through the building proces when i was flying it (the only mayor change made afterwards were decorations)

i hope a solution comes quick because i want to participate in the mote karlo kerballing challenge and i cane only participate until 1 november