

Kerbal Space Program - Bug #26941

Parts Exploding when placed on the ground and the scene is reloaded (probably why there were explosions in the KSPTV stream)

12/28/2020 10:05 PM - Anth12

Status:	New	Start date:	12/29/2020
Severity:	Low	% Done:	0%
Assignee:			
Category:	Parts		
Target version:			
Version:	1.11.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

GOG KSP 1.11.0 (No Mods/No DLCs)

Possible reasons:

1. The parts are thin
2. The internal code that moves crafts up or down on loading if they aren't in the correct position doesnt work on EVA construction moved single parts?
3. The internal code that moves crafts up and down on loading isn't working at all.

Screenshots

Before.png:
Before anything happened

After.png
Loading scene from the KSC Screen

Save File:
Save From KSC Screen.sfs

Settings.cfg for graphical settings.

Files			
Before.png	2.73 MB	12/28/2020	Anth12
After.png	2 MB	12/28/2020	Anth12
Save from KSC Screen.sfs	149 KB	12/28/2020	Anth12
settings.cfg	37.2 KB	12/28/2020	Anth12