

## Kerbal Space Program - Feedback #26949

### Adding Colliders to Flags is causing issues with existing crafts.

12/30/2020 03:07 AM - Anth12

<b>Status:</b>	New		
<b>Severity:</b>	Low		
<b>Assignee:</b>			
<b>Category:</b>	Flags		
<b>Target version:</b>			
<b>Version:</b>	1.11.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

#### Description

Anyway we can have the ability to turn on or off the colliders for flags.

I have been noting people like EJ\_SA having issues with crafts and flag placement and their crafts being affected in negative ways