

## Kerbal Space Program - Bug #26952

### Deployable science disappearing

12/30/2020 02:02 PM - ConArt70

<b>Status:</b>	Confirmed	<b>Start date:</b>	12/30/2020
<b>Severity:</b>	Low	<b>% Done:</b>	10%
<b>Assignee:</b>			
<b>Category:</b>	Deployed Science		
<b>Target version:</b>			
<b>Version:</b>	Xbox One - Enhanced Edition 2020-10-14 Patch 13	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows, XboxOne	<b>Mod Related:</b>	No
<b>Expansion:</b>	Breaking Ground, Core Game, Making History		

#### Description

I add science containers to a vessel. I then place the deployable ground science experiments into the containers. Then when I leave the VAB and launch the vehicle the science units disappear. Usually one item will be left in each container. Always seems to be the control unit that is left inside. This happens every time I try to use them in different vehicles.

#### History

#1 - 01/15/2021 01:11 PM - jukkamuhonen@hotmail.com

- Status changed from New to Confirmed
- % Done changed from 0 to 10
- Platform Windows added
- Expansion Core Game, Making History added

Confirmed:

I had this once too, i went to Mun with my payload and figured out there that it was empty. I did double checked there was control station, mystery goo and solar panels inside before pressing launch vessel. On my case deployable storage was totally empty, smallest storage, with 3 slots.