Kerbal Space Program - Bug #27149

VAB freezes when adding FL-T100 or FL-T200 to a capsule

01/26/2021 08:01 PM - drburns650

Status:	New	**Start date:**	01/26/2021
Severity:	Low	**% Done:**	0%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.11.0	**Language:**	English (US)
Platform:	Windows	**Mod Related:**	No
Expansion:	Core Game		

Description

Tried with both modded and unmodded, at the latest version (1.11.0.3045).

When trying to add an FL-T100 or FL-T200 fuel tank to a capsule (tried with MK1, MK1-3, PPD-12), the fuel tank disappears and gameplay is corrupted - objects cannot be moved or removed. The only way out of the VAB is click on 'New', then exit. I don't have this issue with the FL-T400 or FL-T800.

Note: I discovered this trying to start a new Career game, and the FL-T100 was the first fuel tank I earned. It seems I can't progress in the game without using it, so I'm stuck there. (Fortunately, I have other games in progress, so I'm okay.)

I realize I'm not providing a lot of info, but it's such a simple issue to test, hopefully you'll be able to reproduce it.
Let me know if there's more information I can provide.

Thanks,
David

History

#1 - 02/05/2021 12:15 AM - tk767

drburns650 wrote:

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>
> Thanks,
> David

I am having the same issue. I find it very reproducible with new career play throughs. I tried with 2 new careers and ran into the problem both times.