

## Kerbal Space Program - Feedback #27406

### 1.11.2 change log shows not nearly all fixed things.

03/17/2021 05:28 PM - jukkamuhonen@hotmail.com

<b>Status:</b>	New		
<b>Severity:</b>	Low		
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>			
<b>Version:</b>	Not Applicable	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Breaking Ground, Core Game, Making History		
<b>Description</b>			
there is lot of bugs fixed on 1.11.2			
like robotics can be placed on eva.			
claw jr works correctly now.			
rockets doesn't slide on surface anymore.			
robotic parts seems be sturdier.			
overall fps is balanced?			
Please update change log to correct. this is very misleading, i almost did not even bother launching game for what it showed. :D			

#### History

#1 - 03/17/2021 05:29 PM - jukkamuhonen@hotmail.com

And there is people out there, thinking exactly same than me, looks what is changed on text, then if their issue isn't fixed, they don't bother launch game. While it very well might have been fixed.