

# Kerbal Space Program - Bug #27444

## ftx-2 External Fuel duct disconnects after reload save game

03/25/2021 10:58 AM - maxim

<b>Status:</b>	New	<b>Start date:</b>	03/25/2021
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Parts action window		
<b>Target version:</b>			
<b>Version:</b>	1.11.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Breaking Ground, Core Game, Making History		

### Description

Version 1.11.1 Mar 25, 2021

1. Added 4 fuel lines from 4 outer fuel tanks to central fuel tank while in space (some assembly required).
2. Saved game file - tried to land, ran out of fuel, crashed four times reloading and trying again until I realized I wasn't actually hitting any wrong buttons.. found the problem with fuel lines missing.
3. Reloaded save file - reattached fuel lines, and saved again to make sure..
4. Reloaded save file again - Fuel Lines were disconnected - but the hose start point was still visible and can be reconnected again.

#### Notes:

1. I chose parts action window category below, because "some assembly required" is basically "PAW" in space. (let me know if there is a better category)
2. All 3 of these are installed: Core Game, Making History, Breaking Ground
3. All mods were disabled and full reload of game (tested both ways) and still shows same issue.

### History

#### #1 - 03/25/2021 08:28 PM - Anth12

Probably related to [#27381](#)

#### #2 - 04/02/2021 07:16 PM - xmnovotny

I have similar problem with struts, which was connected during EVA - almost all struts disconnects after reload.

#### #3 - 04/26/2021 05:54 PM - xmnovotny

I have made a fix for this bug: <https://github.com/xmnovotny/KSP-CModuleLinkedMeshFix>

### Files

FuelFixed.loadmeta	398 Bytes	03/25/2021	maxim
FuelFixed.sfs	6.57 MB	03/25/2021	maxim