

## Kerbal Space Program - Bug #28180

### Cannot Recover Vessel Due to Glitch in Whether the Spacecraft is Landed or Not

07/03/2021 02:40 PM - KerbalKiller2000

<b>Status:</b>	New	<b>Start date:</b>	07/03/2021
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>			
<b>Version:</b>	1.12.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

#### Description

I recently started a new science mode save file, and decided to go to Duna. I successfully completed the mission, and time warped to the day so I could see the ship, but when I had landed my Mk 1-3 command pod back on Kerbin (in the grasslands to be specific), it would not let me recover my vessel because it said that I was still in flight. When I tried quicksaving, it said that I could not quicksave while about to crash. I decided to EVA one of my three Kerbals out of the spacecraft to collect the data, and then I recovered him. When returned to the space center, I entered the tracking station to recover the Mk 1-3 command pod. However, the ship was not there. I checked the astronaut complex after this to see the status of my other 2 Kerbals, and it said that they were Killed in Action. I had set the difficulty level to make Kerbals go missing for 2 hours, not to be K.I.A.

**NOTE:** I was able to fix this by loading my quicksave from when I was above Kerbin's atmosphere, redoing the landing, then recovering my spacecraft immediately after reaching the ground; I didn't timewarp to the day this time. I'm not sure what caused it, whether it be the time warping or something completely different.

Mods installed: BetterTimeWarpContinued - ToolbarControl - ClickThroughBlocker - Kerbal Engineer Redux

#### History

##### #1 - 07/03/2021 02:43 PM - KerbalKiller2000

The only reason I am reporting this bug on the bug tracker is because someone (myself included) might not quicksave at a time before this glitch, therefore leaving the kerbals inside the spacecraft K.I.A.

##### #2 - 07/03/2021 11:08 PM - Anth12

Did you have landing legs? Heat shield?

A screenshot of what the craft would have looked like on the ground would be useful.

I have experienced things like that before but not quite the same as this

##### #3 - 07/05/2021 10:49 PM - KerbalKiller2000

I did not have either landing legs or a heat shield on the spacecraft when landed (I had previously jettisoned the heat shield before landing and it exploded when it hit the ground). The craft consisted of a Mk 1-3 command pod and three parachutes. I do not have any screenshots of this glitch happening with the craft; it has only happened to me once. However, to describe how the spacecraft looked, it was sitting on a relatively flat surface with only a few small hills across the terrain moving at 0.0 m/s. When in map view, it said I had an apoapsis of 492 meters (the distance I was above sea level).

##### #4 - 07/06/2021 12:22 AM - Anth12

Couldn't reproduce the issue sorry. Tried from Kerbin orbit. Tried all the way from Duna to Kerbin. Neither had any issues.

Used Mk 1-3 command pod and three parachutes and a heat shield that I discarded (and discarded the rocket part of it before atmospheric entry

##### #5 - 07/06/2021 02:41 AM - tswett

For what it's worth, a similar issue happened to me with either 1.11 or 1.12. I built a "ship" consisting of only a Mk1 Command Pod on top of a TD-12 Decoupler. I decoupled the decoupler, which launched the command pod a few centimeters into the air. After the command pod landed on top of the decoupler, I was unable to recover it. I had to use the reaction wheels to roll the command pod off the decoupler and onto the launch pad, and only then was I able to recover. I attempted to reproduce the issue just now in 1.12, but the reproduction was not successful.