

## Kerbal Space Program - Bug #28374

### Control authority lost when switching previously connected vessels

07/30/2021 05:13 PM - ShadowZone

<b>Status:</b>	New	<b>Start date:</b>	07/30/2021
<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 have 2 vehicles docked together with a claw. I undock one and leave physics range. I return (cheat or normal flight) and switch to the other vessel. That vessel cannot be controlled. Even though a pilot is inside.  
Control is back when switching to the Space Center and then back to the vessels (not shown in video).

Provided:

- Log file
- Craft file
- Demonstration video: <https://youtu.be/gOFTBWEVgnQ>

#### Files

KSP_2021-07-30.log	537 KB	07/30/2021	ShadowZone
tmp.craft	106 KB	07/30/2021	ShadowZone