

## Kerbal Space Program - Bug #28389

### Ground Anchor that is deployed using EVA construction isn't actually grounded but can have parts attached.

08/03/2021 07:19 PM - Anth12

|                        |           |                     |              |
|------------------------|-----------|---------------------|--------------|
| <b>Status:</b>         | New       | <b>Start date:</b>  | 08/04/2021   |
| <b>Severity:</b>       | Low       | <b>% Done:</b>      | 0%           |
| <b>Assignee:</b>       |           |                     |              |
| <b>Category:</b>       | Parts     |                     |              |
| <b>Target version:</b> |           |                     |              |
| <b>Version:</b>        | 1.12.2    | <b>Language:</b>    | English (US) |
| <b>Platform:</b>       | Windows   | <b>Mod Related:</b> | No           |
| <b>Expansion:</b>      | Core Game |                     |              |

#### Description

KSP 1.12.2 + MH + BG

The screenshot shows attachment points on the left ground anchor that was put onto the ground using EVA construction

The Ground anchor isn't actually grounded and manipulating any parts attached will cause the ground anchor to move in erratic ways.

#### History

##### #1 - 08/04/2021 12:18 AM - StopIteration

That is the same for all deployable parts. You need to deploy them with the deploy button rather than through EVA construction. You probably understand this since you it looks like you did deploy one of the ones in the picture, but I'm just commenting to clarify the issue.

I do agree that this is really confusing behavior though, especially since the deploy button is hidden when the EVA construction tab is open.

#### Files

|                  |         |            |        |
|------------------|---------|------------|--------|
| screenshot10.png | 2.74 MB | 08/03/2021 | Anth12 |
|------------------|---------|------------|--------|