

Kerbal Space Program - Bug #28593

Re-root through the BZ-52 Radial Attachment Point destroys assembly after save/load

12/20/2021 10:09 AM - Zetexy

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|------------------------|--|---------------------|--------------|
| Status: | New | Start date: | 12/20/2021 |
| Severity: | Low | % Done: | 0% |
| Assignee: | | | |
| Category: | Editor | | |
| Target version: | | | |
| Version: | 1.12.3 | Language: | English (US) |
| Platform: | Windows | Mod Related: | No |
| Expansion: | Breaking Ground, Core Game, Making History | | |

Description

This bug can be reproduced using cylindrical fuel tanks and the BZ-52 Radial Attachment Point.

1. Insert in the new assembly any cylindrical fuel tank, for example, Kerbodyne S3-7200 Tank.
2. Attach to the tank BZ-52 Radial Attachment Point.
3. Re-root assembly, setting the BZ-52 Radial Attachment Point as the first part.
4. Save the assembly.
5. Load the assembly. See parts in the wrong position.

There is a video with this bug demonstration <https://youtu.be/3Kw2Hh-RNoo>

History

#1 - 12/24/2021 04:54 AM - trompelamort

Great reproduction. This has happened similarly with some of my ships with re-routed docking ports.