

Kerbal Space Program - Bug #3879

Centre of thrust/lift don't disappear after craft has been deleted.

12/20/2014 01:33 PM - Alberto

Status:	Closed	Start date:	12/20/2014
Severity:	Unworthy	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	0.90	Language:	English (US)
Platform:	Win32	Mod Related:	No
Expansion:			

Description

Centre of thrust/lift don't disappear after craft has been deleted, happens every time i delete a craft with centre of thrust/lift still on.
<https://www.youtube.com/watch?v=CZ1sUB1Dqw4&feature=youtu.be>

History

#1 - 12/20/2014 01:36 PM - Alberto

Alberto wrote:

Centre of thrust/lift don't disappear after craft has been deleted, happens every time i delete a craft with centre of thrust/lift still on.
Bug: <https://www.youtube.com/watch?v=CZ1sUB1Dqw4&feature=youtu.be>

#2 - 12/20/2014 01:40 PM - diomedea

- Status changed from *New* to *Confirmed*
- % Done changed from 0 to 10

Confirm, the CoL/CoT markers once activated for a craft without lift/thrust generating parts, stay on the VAB/SPH floor even after the craft is deleted by moving it into the editor gray interface area.

#3 - 07/17/2016 09:27 AM - TriggerAu

- Status changed from *Confirmed* to *Needs Clarification*
- % Done changed from 10 to 0

#4 - 08/09/2016 11:30 AM - TriggerAu

- Status changed from *Needs Clarification* to *Closed*
- % Done changed from 0 to 100

Closing this report out for now. If you find it is still occurring in the latest version of KSP please open a new report (and this one can be linked to it.) For best results, the wiki contains really useful info for when creating a report <http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>.

You can also ask questions about the bug cleanup in the forum here:

<http://forum.kerbalspaceprogram.com/index.php?/topic/143980-time-to-clean-up-the-bug-tracker/> and tag @TriggerAu to get my attention