

Kerbal Space Program - Bug #3979

Items left at launchpad or runway disappear.

01/19/2015 07:09 PM - Thanny

Status:	Not a Bug	Start date:	01/19/2015
Severity:	Low	% Done:	0%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	0.90	Language:	English (US)
Platform:	PS4, Win32	Mod Related:	No
Expansion:			
Description			
Prior to 0.90, the launch clamps would remain at the launchpad to allow recovering them for a refund.			
Now they disappear after returning to the space center, so cannot be recovered at all. Their funds are therefore irrevocably lost. Even recovering a ship at the launchpad that did nothing but detach from clamps leaves them unrecoverable with funds lost.			
Related issues:			
Related to Kerbal Space Program - Bug #5363: KSP destroys spent stages landed...		Closed	09/02/2015

History

#1 - 01/20/2015 09:27 PM - RexKramer

- Subject changed from *TT18-A launch stability enhancers disappear after returning to KSC to Items left at launchpad or runway disappear.*
- Status changed from *New* to *Confirmed*
- % Done changed from *0* to *10*

This also affects other items left behind on the launchpad, not just the Launch Stability Enhancers. It also affects items left behind on the runway, tested with launch stability enhancers on the runway.

Confirmed KSP 0.90, OSX 10.10.1.

Changed subject to reflect the fact that any parts left behind, on either launchpad or runway, disappear.

#2 - 07/27/2015 05:56 PM - Squelch

- Platform *Win32* added
- Platform *deleted (Windows)*

#3 - 09/02/2015 09:57 PM - Squelch

- Has duplicate *Bug #5363: KSP destroys spent stages landed safely on KSC without refunding their value.* added

#4 - 09/02/2015 09:58 PM - Squelch

- Has duplicate *deleted (Bug #5363: KSP destroys spent stages landed safely on KSC without refunding their value.)*

#5 - 09/02/2015 09:59 PM - Squelch

- Related to *Bug #5363: KSP destroys spent stages landed safely on KSC without refunding their value.* added

#6 - 07/17/2016 09:32 AM - TriggerAu

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

#7 - 07/17/2016 11:35 AM - Thanny

Just did a bit of testing, and this is mostly fixed, but not entirely. The parts remain after launching and returning, for manual recovery. And if you launch a new ship from the VAB, the parts still on the launchpad are recovered. However, if you click on the launchpad and select another ship to launch, the parts still on the pad are deleted without recovery.

#8 - 07/17/2016 11:40 PM - TriggerAu

Thanks Thanny, if you can add some current 1.1.3 logs for the instance and change the status to Updated we'll see if someone can confirm it for us too

#9 - 08/09/2016 11:27 AM - TriggerAu

- Status changed from Needs Clarification to Updated

- % Done changed from 0 to 10

#10 - 10/13/2016 07:24 PM - sal_vager

- Status changed from Updated to Not a Bug

- % Done changed from 10 to 100

- Platform PS4 added

Auto recovered debris will now be refunded, as for parts disappearing please disable 'Tidy up derbies cluttering KSC' in the Settings screen.