

# Kerbal Space Program - Bug #5028

## Flying Craft appears as Landed

05/22/2015 05:28 PM - Rasta

<b>Status:</b> Closed	<b>Start date:</b> 05/22/2015
<b>Severity:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b> Bug Tracker	
<b>Target version:</b>	
<b>Version:</b> 1.0.1	<b>Language:</b> English (US)
<b>Platform:</b> Win32	<b>Mod Related:</b> No
<b>Expansion:</b>	

### Description

When I launch the attached Rocket from the KSC, everytime when I dump the 3 Kerbodyne-sized Fuel Tanks to switch to the 3 Skippers, the Craft appears as "Landed", the Trajectory disappears (though AP and PE stay). When Orbit is reached, I can't get back to the Spacecenter because the game thinks the craft is still moving over terrain.

Steps to reproduce:

- Launch
- Go through stages
- Switch between staging and map view

Version is 1.02

### Related issues:

Has duplicate Kerbal Space Program - Bug #5149: Staging Faring Causes ship to...	<b>Duplicate</b>	<b>06/20/2015</b>
Has duplicate Kerbal Space Program - Bug #5057: 1.02 - Landing Can Based Craf...	<b>Duplicate</b>	<b>05/26/2015</b>
Has duplicate Kerbal Space Program - Bug #5171: [1.0.4] Sub-Orbital vessel in...	<b>Duplicate</b>	<b>06/24/2015</b>

### History

#### #1 - 05/25/2015 11:59 AM - Kasuha

I had this happening to me if I dropped a part on top of my ship. As soon as I got rid of the part lying on it, the ship switched to flying. But I did not test it in 1.0.2 yet.

#### #2 - 05/25/2015 02:39 PM - Rasta

Kasuha wrote:

I had this happening to me if I dropped a part on top of my ship. As soon as I got rid of the part lying on it, the ship switched to flying. But I did not test it in 1.0.2 yet.

I agree. Yesterday I had the same bug again with a different rocket. A part of the fairing was stuck between two fuel tanks.

So my Workaround now is to rotate the fairings in a way to make this unlikely. And maybe only jettison them after achieving orbit.

#### #3 - 06/01/2015 01:45 AM - Talib

got exact same problem in 1.0.2

nice you point at the stucked fairing, didnt knew what caused the problem. I do jettison the fairing as soon as possible to save some dV.

#### #4 - 06/24/2015 05:00 PM - Squelch

- Has duplicate Bug #5149: Staging Faring Causes ship to become 'Landed' added

#### #5 - 06/24/2015 05:00 PM - Squelch

- Has duplicate Bug #5057: 1.02 - Landing Can Based Craft thinks it's 'moving on ground' while orbiting post-fairing-separation added

#### #7 - 06/24/2015 05:04 PM - Squelch

- Has duplicate Bug #5171: [1.0.4] Sub-Orbital vessel in space becomes "landed" if fairing debris gets stuck inside after jettisoning it added

**#8 - 07/27/2015 05:58 PM - Squelch**

- Platform Win32 added
- Platform deleted (Windows)

**#9 - 11/19/2015 09:02 PM - sal\_vager**

- Status changed from New to Resolved
- % Done changed from 0 to 100

This was fixed for build 1028

**#10 - 07/17/2016 09:19 AM - TriggerAu**

- Status changed from Resolved to Closed

**Files**

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20 Kerbal Eve Station 2.craft	225 KB	05/22/2015	Rasta
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