

# Kerbal Space Program - Bug #6758

## Conflict between elevons and cargo bay

01/21/2016 09:15 PM - Anonymous

<b>Status:</b>	Needs Clarification	<b>Start date:</b>	01/21/2016
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Parts		
<b>Target version:</b>			
<b>Version:</b>	1.0.5	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>			

### Description

A Big-S Elevon 2 slightly glitched into a Mk3 Cargo Bay CRG-100 has some control issues and flaps around rather wildly during flight. On the ground after reloading an elevon might also be deactivated until the cargo bay is opened (either the bay itself or a connected cargo ramp).

Attached is a plane file for which this issue occurred.

### History

#### #1 - 04/22/2016 07:52 AM - Anonymous

Update: This issue still exists in 1.1. I also uploaded a 1.1 version of this craft. Simply start flying and make some turns. The inner elevons should change from pitch orientation very quickly.

#### #2 - 04/22/2016 07:55 AM - Anonymous

- File *Furion.craft* added

#### #3 - 07/17/2016 09:46 AM - TriggerAu

- Status changed from New to Needs Clarification

### Files

Furion.craft	201 KB	01/21/2016	Anonymous
Furion.craft	268 KB	04/22/2016	Anonymous