

Kerbal Space Program - Bug #8790

Splashed Down Bug still exists

04/10/2016 08:50 AM - rcreif

<b>Status:</b>	Needs Clarification	<b>Start date:</b>	04/10/2016
<b>Severity:</b>	Normal	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Controls and UI		
<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**

Bug encountered in KSP 1.0.5.1028, stock, 32-bit non-Steam version, running on Windows 7 64-bit.

After a craft is splashed down, a part of the craft detaches and relaunches. Navball shows velocity and direction icons as normal, but Map View still lists craft as Splashed Down. Craft even sent all the way into orbit but still listed as Splashed Down. No trajectory visible. Cannot switch crafts, quicksave, timewarp ("while vessel moving over the surface"), or return to Space Center (reverting to before re-launch). Presumably, also cannot edit gamefile while game is running.

Appears to be the same as Bug [#2825](#), which was found in 0.24 and 0.90 but marked "Resolved" in 1.0.5.1028.

History

- #1 - 07/17/2016 09:44 AM - TriggerAu
- Status changed from New to Needs Clarification

Files

screenshot53.png	651 KB	04/10/2016	rcreif
screenshot42.png	908 KB	04/10/2016	rcreif
screenshot54.png	248 KB	04/10/2016	rcreif