

Kerbal Space Program - Bug #1219

Loading quicksave of landed craft throws it into the air

08/20/2013 01:47 AM - richard1

Status:	Closed	Start date:	08/20/2013
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Physics		
Target version:			
Version:	0.21.1	Language:	English (US)
Platform:	Win32	Mod Related:	No
Expansion:			

Description

I safely landed a craft on Duna (after a few attempts) using the heavy-duty landing gear.

Once landed and static (0.0m/s displayed surface velocity) I quicksaved.

Then I reloaded the quicksave.

My previously static, unmoving craft immediately twisted violently, threw itself into the air and was destroyed.

This now happens every single time I reload the quicksave.

History

#1 - 08/20/2013 01:54 AM - richard1

To be specific, the craft is using the LT-1 landing struts mounted on the end of I beams.

#2 - 08/20/2013 07:14 PM - truffid_hunter

this is probably related to the bug which causes solar panels to be destroyed when approaching a landed craft, ie loading the craft before terrain is fully loaded causes phantom forces

#3 - 09/02/2013 10:06 PM - blunckles

I can confirm this behavior. Experienced the same behavior when using 0.21.1 with a craft on Mun that had previously landed on the slope of a crater. After landing, performed some kethane extraction to top off tanks, then saved the game & exited. Upon restarting the game, loading the saved file, and resuming the flight, craft immediately jumps up about 5-10 meters, lands abnormally on the landing struts, twists off the downslope strut, twists clockwise & destroys the engines/etc.

Can provide save file if that would help in diagnosing problem.

Also - have experience in QA testing network security products & would be happy to render testing assistance on any patch provided.

BTW - thanks for building such a kick-ass game :) Many thanks for the HOURS of fun!

#4 - 09/03/2013 11:37 AM - sr

Could you check to see if the craft is clipping the terrain when saved?

Edit: So is a part of the craft penetrating the terrain, when performing the quicksave? this could explain the forces exerted on the craft during loading and initializing of the universe.

#5 - 09/03/2013 12:24 PM - blunckles

The craft does not appear to be clipping the terrain when saved. Also, the kethane drill (the only part that I could see penetrating the terrain) was **not** deployed prior to the save.

#6 - 01/12/2014 02:05 AM - TruePikachu

- Status changed from New to Confirmed

- % Done changed from 0 to 10

Just leaving this here, likely related to [#1978](#). There is also a duplicate [#2016](#), which confirms that the issue still stands in 0.23.

#7 - 01/13/2014 10:03 AM - Ted

- Severity changed from High to Normal

Aye, this is most likely due to the ground contact error being significant enough to displace the craft.

#8 - 07/27/2015 06:04 PM - Squelch

- Platform Win32 added

- Platform deleted (Windows)

#9 - 07/17/2016 09:33 AM - TriggerAu

- Status changed from Confirmed to Needs Clarification

- % Done changed from 10 to 0

#10 - 08/07/2016 12:07 PM - 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

Files

quicksave.sfs	816 KB	08/20/2013	richard1
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