

Kerbal Space Program - Bug #1248

Steering on the ship is "resisted" after re-docking to a ground vehicle

08/30/2013 10:20 AM - Cesrate

Status:	Closed	Start date:	08/30/2013
Severity:	Low	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	0.21.1	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

Reproduce:
Load the .craft file;
Undock the rover and lander;
Move the rover away, then go back, beneath the lander;
Raise the lander legs to make them dock together;
Launch the lander, then try to steer it.

History

#1 - 08/30/2013 08:56 PM - imjustmatthew

- Category changed from Gameplay to 27
- Status changed from New to Confirmed
- Severity changed from High to Low
- % Done changed from 0 to 10

I can confirm this on Linux. It feels like whatever mechanic that tries to keep the wheels on the ground remains in effect after docking. This issue is annoyingly hard to reproduce because getting the rover and lander lined up to dock is challenging.

The best steps I found to reproduce the issue are:

1. Select the attached craft and select for "launch" from the pad
2. Lower the landing legs
3. Decouple the docking clamp to drop the rover
4. Switch back to the lander
5. raise the landing legs to drop atop the rover
6. activate engines and launch
7. try to steer ... the rover will remain parallel to the ground

This issue can be worked around by quick savings and quick loading after docking the rover, which restores normal control.

System Info:

```
Linux 3.8.0-29-generic #42-Ubuntu SMP Tue Aug 13 19:40:39 UTC 2013 x86_64 x86_64 x86_64 GNU/Linux
GPU:
  Product Name : GeForce GTX 460
  VBIOS Version : 70.04.2E.00.70
  Total : 1023 MB Used : 633 MB Free : 390 MB
Free Memory: 12025MB (37.4342%)
```

Software versions:

```
KSP build id = 276 2013-07-25_15-23-00 Branch: master
Mono JIT compiler version 2.10.8.1 (Debian 2.10.8.1-5ubuntu1)
```

#2 - 07/17/2016 09:24 AM - TriggerAu

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

#3 - 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

Dragon R Lander.craft	86.1 KB	08/30/2013	Cesrate
screenshot0.png	990 KB	08/30/2013	Cesrate
screenshot1.png	542 KB	08/30/2013	Cesrate
screenshot4.png	441 KB	08/30/2013	Cesrate