

Kerbal Space Program - Bug #1252

Large ASAS causes engine to fall off

08/30/2013 05:20 PM - Ratzap

Status:	Not a Bug	Start date:	08/30/2013
Severity:	Low	% Done:	0%
Assignee:			
Category:	Parts		
Target version:			
Version:	0.21.1	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

Using stock steam distributed KSP on win 7 pro 64 bit. Fitting a large ASAS directly above an engine and putting launch clamps onto it causes the ASAS plus engine to fall off when staging to launch. Reproducible every time.

Start with a mk1 pod, add an orange tank, add a large ASAS, a mainsail under that then attach 2 launch clamps to the ASAS. When you stage to launch the ASAS and engine simply fall off. Struts etc make no difference, it just falls apart.

History

#1 - 08/30/2013 07:52 PM - imjustmatthew

- Status changed from New to Not a Bug

- % Done changed from 0 to 100

It looks like what's happening is that the Large ASAS is not strong enough to support the full throttle of the Mainsail. When I build the configuration you describe and use low throttle (~25%) the vehicle launches. The failure happens at about 75% throttle for me shortly after launch.

I don't think this is a bug, it's just that this design places more force on the ASAS than the ASAS part is "designed" to handle by the Kerbal engineers (and the Part.cfg settings). Try putting the ASAS on the top of the orange tank instead.

#2 - 08/30/2013 07:52 PM - imjustmatthew

- Platform Any added

- Platform deleted (Windows)