

Kerbal Space Program - Bug #12564

Parts falling off a plane on quicksave load

09/28/2016 09:54 PM - bozho

Status:	Closed	Start date:	09/28/2016
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Physics		
Target version:			
Version:	Not Applicable	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

Loading a quicksave in-flight (F9) of a fast-flying plane causes it to jerk right after load, losing a part of the wing. The same problem does not appear if the same quicksave is loaded from Space Centre.

I've attached my entire career folder and the settings.cfg file. Please let me know if you need anything else.

OS: Windows 10 x64, build 1607

KSP: Win64 1.2 prelease, build 01520

History

#1 - 09/28/2016 10:00 PM - bozho

Just confirmed: the critical speed seems to be ~450m/s. Quick saving at a lower speed and then quick loading does not present a problem.

#2 - 06/18/2019 01:18 PM - Robert.Keech

- Status changed from New to Updated

- % Done changed from 0 to 10

Issue no longer occurs

#3 - 06/18/2019 01:19 PM - Robert.Keech

- Status changed from Updated to Resolved

- % Done changed from 10 to 100

#4 - 06/19/2019 12:01 AM - chris.fulton

- Status changed from Resolved to Closed

Files

ksp-rapid-dissassembly.zip	616 KB	09/28/2016	bozho
----------------------------	--------	------------	-------