

## Kerbal Space Program - Bug #13082

### Decoupler gas burst effect in wrong location

10/21/2016 10:46 PM - Fwiffo

<b>Status:</b>	Closed	<b>Start date:</b>	10/21/2016
<b>Severity:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Parts		
<b>Target version:</b>	1.2.1		
<b>Version:</b>	1.2.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Linux, Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

The fx\_gasBurst\_white coordinates in the stock TT-38K and TT-70 radial decouplers is anchored to the wrong location. Please take a look at the description and videos in this thread for a demonstration of the issue:

<http://forum.kerbal.spaceprogram.com/index.php?topic/87737-ksp-v113-stock-bug-fix-modules-release-v113b1-10-jul-16/&do=findComment&comment=2507897>

The first pair of jettisons in each video are using the stock parts; the second pair of jettisons are using manually corrected versions.

To reproduce this issue, simply create a craft using the stock decouplers, stage them, and take a close look at where the animation originates from. (If you have trouble seeing it, try slowing down time using something like the TimeControl mod).

Presently decouplerRadialTT-38K.cfg and decouplerRadialTT-70.cfg have the following line:

```
fx_gasBurst_white = -1.16832, 0.0, -0.0826454, -1.0, 0.0, 0.0, decouple
```

To fix this issue for the TT-38K, the line needs to be changed to:

```
fx_gasBurst_white = 0.01, 0.0, -0.0826454, -1.0, 0.0, 0.0, decouple
```

A similar change needs to be made to the TT-70.

Let me know if you need any further assistance understanding or recreating the issue. I'm hoping it's a simple one to solve.

#### History

##### #2 - 11/02/2016 06:47 AM - JPLRepo

- Status changed from New to Ready to Test

- Target version set to 1.2.1

- % Done changed from 0 to 80

##### #3 - 11/06/2016 07:39 PM - JPLRepo

- Status changed from Ready to Test to Closed

- % Done changed from 80 to 100

Closing. Issue was resolved in KSP 1.2.1.