

Kerbal Space Program - Bug #13271

Kerbals trembling in IVA when landed.

11/19/2016 10:05 PM - Enceos

Status:	Confirmed	Start date:	11/19/2016
Severity:	Low	% Done:	10%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.2.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

From my observation it appears the game is trying to play two animation layers at the same time, one designed for 'flight' and the other for the 'landed' state. For some reason the 'flight' layer is still active when landed. I might be wrong, but it is still an unpleasant glitch.

<https://gfycat.com/NimbleClassicBoto>

History

#1 - 11/20/2016 06:06 PM - JPLRepo

- Status changed from New to Need More Info

Hi there. Can you provide some more information please.

Steps to reproduce, a save file, logs?

<http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>

There is no flight layer for IVA? So if you could provide some more info and reliable reproduction steps in a stock install that would help a lot. Thanks.

#2 - 11/21/2016 06:55 AM - Enceos

JPLRepo wrote:

Hi there. Can you provide some more information please.

Steps to reproduce, a save file, logs?

Steps to reproduce: land a vessel with kerbals on any foreign body. Vessel should not be moving over the surface.

Two kerbal face animations are starting to fight both in IVA and in command seats.

Fighting is less prominent when standing on landing legs, and more prominent when on wheels or structural parts.

#3 - 11/21/2016 07:00 AM - Enceos

Update: Found that Kerbals also have this emote animation glitch during EVA when standing on another landed part.

#4 - 02/05/2017 06:06 PM - Enceos

- Status changed from Need More Info to Confirmed

- % Done changed from 0 to 10

From my observations it happens if the colliders of the landed vessel experience faint phantom forces and the vessel is slightly sliding. It can be seen in the surface velocity indicator of KER. This velocity is measured in millimeters and is jumping back and forth. Kerbals in IVA of such vessel start trembling as well, EVA Kerbals standing on such vessel also experience trembling emote animation.

It still looks like two animation layers are fighting for the stage.

Files

Kerbal Parkinson_s.mp4

654 KB

11/19/2016

Enceos