

Kerbal Space Program - Bug #13493

Far Object's Parachute Deploying Failure And Object Exploding

12/26/2016 06:04 PM - MeQira

Status:	Closed	Start date:	12/26/2016
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.3.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

I hope this right way to report a bug about KSP. On these pictures i was trying re-entry to kerbin with two vessel parts. But when i use de-coupler and when that parts gets far away from each other, far object always exploding. I set armed parachutes so they should be deployed. I've tried three times to get these screenshots and i wanna split them as three. At first phase followed from cockpit view, second from science equipment and i didn't use de-coupler at third phase before get closer to earth, because i thought if they are close to each other one of them will not explode. This bug looks important and really ruins gameplay. Thanks.

Phase-1 From Cockpit View

Phase-2 From Science Equipment View

VP3B0V.jpg
njJyRg.jpg
vXJybR.jpg
1VG7LD.jpg
LZOGy1.jpg
r6Jy3M.jpg

Phase-3 De-Coupled When They Close To Earth

AnyG10.jpg
0lGrE8.jpg
41G9aL.jpg
JqOWQY.jpg
OVyaoZ.jpg
zaJy0Y.jpg
!!<http://i.hizliresim.com/GPyG92.jpg>
yNzj0L.jpg
6ryMJP.jpg

History

#1 - 12/29/2016 08:54 PM - JPLRepo

- Status changed from New to Needs Clarification
- Severity changed from High to Normal

First - Downgraded from high priority as it does not cause the game to crash. See the wiki for the priority definitions:
<http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>

Second - You are running a modded install. Even if this was a bug the devs cannot look at bugs with mods installed.

Third - I cannot discern from the screen shots what parts your vessels are made up of.
Do they all have command parts?

Also, This does not look like a bug at all to me but stock behaviour as designed.
Vessels and parts in atmosphere will be unloaded at a distance of 22500m.
This has the effect of them being destroyed.

You have to keep them within 22500m of each other. That is the design and is designed that way to reduce physics load.
There are some mods that change the behaviours to allow the kind of thing you are doing, but this is not part of stock.

#2 - 12/30/2016 12:28 PM - MeQira

JPLRepo wrote:

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I didn't know there is a range for them. If they are far away from each other unfocused object was exploding no matter deployed parachute. You can close it. Thanks.

#3 - 11/01/2017 12:33 AM - ARandomRock

- Version changed from 1.2.2 to 1.3.1

JPLRepo wrote:

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I just wanted to report the same thing as a bug before i saw this post because i don't understand why this should be this way. Because of that limited render distance it is quite impossible to land the first stage (which is most likely the most expensive one)

#4 - 08/06/2019 04:48 PM - chris.fulton

- Status changed from Needs Clarification to Resolved

- % Done changed from 0 to 100

#5 - 08/06/2019 04:48 PM - chris.fulton

- Status changed from Resolved to Closed