

Kerbal Space Program - Bug #13564

Rotation in physics warp causing structural failure and high velocity ejection of parts

01/11/2017 02:56 PM - BingRing112233

<b>Status:</b>	Confirmed	<b>Start date:</b>	01/11/2017
<b>Severity:</b>	Normal	<b>% Done:</b>	10%
<b>Assignee:</b>			
<b>Category:</b>	Bug Tracker		
<b>Target version:</b>			
<b>Version:</b>	1.2.2	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>			
<b>Description</b>			
Okay, i just wantet to have a bit fun and than i launched my Spacecraft i had this setup : "Mk1 Command pod, Mk 16 parachute ontop, decupler below and an RT-5 (flea) engine i launched it up decopple it and i speed up the time , opend my parachute and pressed "Q" i was spinning so fast that i launched out of the solar sys with about 6million M/s  i repeated it and it happend again, and again  Some More Info: Start to rotate when your parachute opend compleatly at about 700 m above ground			

History

- #1 - 01/16/2017 10:19 PM - Technicalfool
- File screenshot34.png added
  - Subject changed from You can catapult yourself over 6million m/s With just an parachute and an cabin! to Rotation in physics warp causing structural failure and high velocity ejection of parts
  - Status changed from New to Confirmed
  - Severity changed from Critical to Normal
  - % Done changed from 0 to 10

This is probably related to a number of bug reports based around physics warp. The best workaround until it's fixed is to avoid using physics warp with objects that are rotating quickly.

Files

1.jpg	161 KB	01/11/2017	BingRing112233
2.jpg	138 KB	01/11/2017	BingRing112233
3.jpg	86.3 KB	01/11/2017	BingRing112233
screenshot34.png	647 KB	01/16/2017	Technicalfool