

Kerbal Space Program - Bug #14047

Ship experiences a constant acceleration after snapping

03/07/2017 01:08 PM - LinksToStuff

Status:	New	Start date:	03/07/2017
Severity:	Normal	% Done:	0%
Assignee:			
Category:	Physics		
Target version:			
Version:	1.2.2	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

Video of issue: <https://www.youtube.com/watch?v=qV6ebieG7eg>

Craft File: <https://www.dropbox.com/s/fh4bb62jsj0q41k/WEIRD%20GLITCH.craft?dl=0>

My craft that was designed to land on Eve ends up exploding at 223 metres every time it launches. If the command module survives it will bounce off of the ground and continue rising above the ground at constant speed. Once the module reaches 1073 metres the acceleration jumped and rises slowly and the craft will gain speed and escape the solar system in around 30 minutes at 4x acceleration. After 1 hour and 20 minutes it reaches the speed of light. At some point the acceleration plateaus at 11610ms^{-2} and the craft will continue accelerating until reverted. I have recorded a full video that (length 1:27:25) of the craft accelerating to the speed of light and the effects on Desgee Kerman as he goes EVA at 1.01C. I will upload once I get good internet considering it took 30 min to upload this 4 min video. If you revert to launch pad instead of reverting to hanger only a fuel tank and the module will load in and the camera will remain frozen in place.