

Kerbal Space Program - Bug #15664

Bad vessel performance after quickload/revert to launch

07/17/2017 08:23 PM - jonny

Status:	New	Start date:	07/17/2017
Severity:	Normal	% Done:	0%
Assignee:			
Category:	Physics		
Target version:			
Version:	1.3.0	Language:	English (US)
Platform:	Linux	Mod Related:	No
Expansion:			

Description

A Spaceplane performs better after the first launch than after quickload or "revert to launch"

Steps to reproduce:

1. launch the attached craft (Jool 5 SSTO) to the runway
2. F5 (Quicksave)
3. Full throttle, SAS on
4. note the speed at end of runway (~160m/s)
5. Retract gear
6. don't touch the controls
7. note maximum speed (~375m/s)
8. F9 or Revert to Launch
10. Repeat from step 3

I just hit 150m/s at the end of the runway and a maximum of 324m/s at sea-level after the quickload

I swapped the rapier engines with the Whiplash and the Panther and got the same results. The craft always performs worse after the first Quickload or revert.

I am unable to get the "Jool 5 SSTO" to orbit after a quickload but it works after the initial lunch of the vessel.

Files

Jool 5 SSTO.craft

95.6 KB

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jonny