

Kerbal Space Program - Bug #1613

Putting a craft to close to a building causes it to explode upon return

10/23/2013 01:11 AM - Cultist_O

Status:	Confirmed	Start date:	10/23/2013
Severity:	Normal	% Done:	10%
Assignee:			
Category:	Physics		
Target version:			
Version:	0.22	Language:	English (US)
Platform:	Linux, Windows	Mod Related:	No
Expansion:			

Description

For example:

Drive a small rover into one of the stairwell alcoves in the astronaut complex
launch another vehicle
switch back to your small rover

It should clip the building and explode

History

#1 - 11/10/2015 07:41 PM - Cultist_O

Still present in 1.0.5

#2 - 04/24/2016 08:04 PM - Cultist_O

Still Present in 1.1

#3 - 07/17/2016 09:46 AM - TriggerAu

- Status changed from New to Needs Clarification

#4 - 07/20/2016 09:01 AM - Cultist_O

- Status changed from Needs Clarification to Updated

- % Done changed from 0 to 10

Still occurs in 1.1.3.1289

#5 - 07/20/2016 10:11 AM - sal_vager

- File Player.log added

- Status changed from Updated to Confirmed

- Platform Linux, Windows added

- Platform deleted (Any)

Yes this can happen, and may require relocating player vessels that are too close to buildings.

Tested by putting a craft in the admin stairwell and then driving toward it with another vessel.

Files

Player.log	533 KB	07/20/2016	sal_vager
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