

Kerbal Space Program - Bug #18344

FAT-455 Tail Fin Unresponsive After Spawning Vehicle

04/03/2018 04:51 PM - Summoners_Rift

Status: Duplicate	Start date: 04/03/2018
Severity: Low	% Done: 100%
Assignee:	
Category: Parts	
Target version:	
Version: 1.4.2	Language: English (US)
Platform: Windows	Mod Related: No
Expansion: Core Game, Making History	

Description

When attaching the FAT-455 Aeroplane Tail Fin to a Mk. 3 Cargo Ramp, the tail fin will not respond to SAS or manual control inputs such as yaw and roll.

Also, the tail fin does not have any physical forces applied via airflow through the aero forces overlay.

The problem seems to occur when loading a previously saved vehicle with the two parts attached such that the tail fin forms a vertical stabilizer relative to the mk.3 cargo ramp.

The problem is only resolved by either moving the tail fin to a position on the side of the cargo ramp, and then moving it back, or by removing the tail fin in flight, i.e. in a crash, where the tail fin will spontaneously respond to inputs and physical forces.

Related issues:

Is duplicate of Kerbal Space Program - Bug #13088: Rudder not working after r...

Closed

10/23/2016

History

#1 - 04/05/2018 08:56 AM - Squelch

- Status changed from New to Need More Info

Could you please supply a sample craft demonstrating the problem and your logs?

#2 - 07/31/2019 07:22 PM - chris.fulton

- Status changed from Need More Info to Duplicate

- % Done changed from 0 to 100

#3 - 07/31/2019 07:22 PM - chris.fulton

- Is duplicate of Bug #13088: Rudder not working after reset flight to launch added