

Kerbal Space Program - Bug #2429

nearby vessels in rendering range are deleted after quickload under 20km of altitude on kerbin

04/30/2014 07:44 AM - sit

Status:	Closed	Start date:	04/30/2014
Severity:	Low	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	0.23.5	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			
Description			

History

#1 - 04/30/2014 08:49 AM - TruePikachu

Sounds like the split-second just after load where things are all still on rails. Might be possible to either suppress deletion in that time frame by either checking time since load or by using a global flag. The latter would also allow mods to disable atmospheric deletion, possibly for them to apply their own decay algorithm.

#2 - 05/01/2014 03:16 PM - Kasuha

- Status changed from New to Confirmed

- % Done changed from 0 to 10

I can confirm that. All ships are there for a few frames right after the load, then they suddenly disappear.

<http://imgur.com/a/Lb8Zr>

#3 - 07/17/2016 09:26 AM - TriggerAu

- Status changed from Confirmed to Needs Clarification

- % Done changed from 10 to 0

#4 - 08/09/2016 10:39 AM - TriggerAu

- Status changed from Needs Clarification to Closed

- % Done changed from 0 to 100

Closing this report out for now. If you find it is still occurring in the latest version of KSP please open a new report (and this one can be linked to it.) For best results, the wiki contains really useful info for when creating a report <http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>.

You can also ask questions about the bug cleanup in the forum here:

<http://forum.kerbalspaceprogram.com/index.php?/topic/143980-time-to-clean-up-the-bug-tracker/> and tag @TriggerAu to get my attention