

Kerbal Space Program - Bug #2482

quicksave load is missing parachute

05/09/2014 08:50 PM - BlobKerman

Status:	Closed	Start date:	05/09/2014
Severity:	Low	% Done:	100%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	0.23.5	Language:	English (US)
Platform:	Win32	Mod Related:	No
Expansion:			

Description

After orbiting Dune and returning, I quicksave'd ~200m above the planet, where command pod was landing with its Mk16 Parachute deployed. It landed fine, but the SC-9001 Science Jr. below it exploded. I restored the game via F9, and it comes back exactly where I saved it, but sans parachute! It then falls and destroys everything. Using stock 23.5 game, no mods, on win7.

Related issues:

Is duplicate of Kerbal Space Program - Bug #2326: Parachutes are invisible af... **Closed** **04/02/2014**

History

#1 - 05/09/2014 08:51 PM - BlobKerman

Oh, when I restore the game, I hear the parachute-deploy sound effect, but see no chute, and it just starts accelerating and crashes.

#2 - 05/11/2014 05:42 AM - Nachtwind

- Status changed from New to Confirmed

- % Done changed from 0 to 10

Cornfirming.

Log:

```
[LOG 12:38:05.679] Game State Saved as quicksave
[LOG 12:38:05.679] Active Vessel is in atmosphere. Cannot save.
[WRN 12:38:13.258] [HighLogic]: ===== Scene Change : From FLIGHT to FLIGHT =====
[LOG 12:38:13.664] [PlanetariumCamera]: Focus: Kerbin
[LOG 12:38:14.093] ----- initializing flight mode... -----
[LOG 12:38:14.097] Target vessel index: 9 vessel count: 10
[LOG 12:38:14.098] [FLIGHT GLOBALS]: Switching To Vessel Untitled Space Craft -----
[LOG 12:38:14.098] setting new dominant body: Kerbin
FlightGlobals.mainBody: Kerbin
[LOG 12:38:14.098] Reference Frame: Rotating
[LOG 12:38:14.148] Camera Mode: AUTO
[LOG 12:38:14.156] stage manager resuming...
[LOG 12:38:15.604] all systems started
[LOG 12:38:15.866] [PlanetariumCamera]: Focus: Untitled Space Craft
[LOG 12:38:16.517] Flight State Captured
[LOG 12:38:16.517] Saving Achievements Tree...
[LOG 12:38:16.517] Saving Achievements Tree...
[LOG 12:38:16.518] Active Vessel is in atmosphere. Cannot save.
[LOG 12:38:17.305] Unpacking Untitled Space Craft
[LOG 12:38:29.341] solidBooster collided into model_vab_exterior_crawlerway_collider_v46 - relative velocity: 71.73267 - no impact momentum (no RB)
```

Interesting is the message, that it cannot be quicksaved while in atmo - which i have in mind being impossible in previous versions. hence i think that it glitches somewhere at that point.

#3 - 05/12/2014 04:24 AM - Kasuha

Already reported, see [#2326](#)

#4 - 07/27/2015 05:55 PM - Squelch

- Platform Win32 added
- Platform deleted (Windows)

#5 - 07/17/2016 09:30 AM - TriggerAu

- Status changed from Confirmed to Needs Clarification
- % Done changed from 10 to 0

#6 - 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

#7 - 08/09/2016 10:39 AM - TriggerAu

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Files

screenshot88.png	1.35 MB	05/09/2014	BlobKerman
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