

Kerbal Space Program - Bug #2840

Self-destruction following undock

07/26/2014 10:11 PM - Master_Tao

Status:	Closed	Start date:	07/26/2014
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	0.24	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

Certain vessels with solar panels explode following undocking (or possibly docking + physics reload). Example craft & player.log attached.

Steps to reproduce with example craft:

1. Launch
2. Extend solar panels
3. Decouple docking ports
4. Quicksave-quickload to dock
5. Undock

The only error in the log appears to be this: [PartJoint]: None of the provided nodes was valid!

History

#1 - 07/17/2016 09:26 AM - TriggerAu

- Status changed from New to Needs Clarification

#2 - 08/09/2016 10:56 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

Files

DockingExplosions.zip	20.6 KB	07/26/2014	Master_Tao
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