

Kerbal Space Program - Bug #28577

Probe core installed by engineer gets stuck

11/08/2021 09:28 PM - jackmcsly

Status:	New	Start date:	11/08/2021
Severity:	Low	% Done:	0%
Assignee:			
Category:	EVA		
Target version:			
Version:	1.12.2	Language:	Português-Brazil (Portuguese-Brazil)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

I've disassembled a satellite for parts, stored the small parts and attached the parts that couldn't be stored. Then, as a result, the probe core can no longer be removed or reattached, although it can still be moved or rotated

History

#1 - 11/08/2021 10:59 PM - jackmcsly

Uh, there was supposed to be a save file with the bug, but the upload is not working, so here it is on fileshare
<https://dir.nu/6189ab18d4169>

Try to detach the Rovemate

#2 - 11/08/2021 11:56 PM - jackmcsly

I've decided to investigate a little further, so I've created a new craft with a same model probe attached the same way and I could move it just fine. Then I took the text for the part in the save file and did the same for the stuck part, and used linux' diff command to see what's different. This was the result:

```
4,11c4,11
<      cid = 4294547270
<      uid = 3180271842
<      mid = 81938177
<      persistentId = 2924516932
<      launchID = 116
<      parent = 14
<      position = -0.00042271614074707031,-0.72253262996673584,-1.8695586919784546
<      rotation = -0.0365824401,0.760252476,-0.647207618,0.042429816
---
>      cid = 4294474996
>      uid = 1112295721
>      mid = 3261672821
>      persistentId = 964390571
>      launchID = 253
>      parent = 5
>      position = -3.1726434826850891E-05,0.24007290601730347,-2.0067732334136963
>      rotation = 0.729775608,0.000130969682,0.000167048827,0.683686733
13c13
<      symMethod = Radial
---
>      symMethod = Mirror
28c28
<      attN = top, -1
---
>      attN = top, 5
31,34c31,34
<      temp = 221.51516505018927
<      tempExt = 221.36706456369319
<      tempExtUnexp = 258.54813118651799
<      staticPressureAtm = 0
---
>      temp = 304.68477432481137
>      tempExt = 304.72326590653836
```

```
> tempExtUnexp = 304.72326717601652
> staticPressureAtm = 0.98935578800618362
41,42c41,42
< flag = Squad/Agencies/DinkelsteinKermansConstructionEmporium
< rTrf = reverse
---
> flag = Bandeiras/Flags/Itajubá Transparente
> rTrf = _default
77c77
< activeControlPointName = reverse
---
> activeControlPointName = _default
223,225d222
< 0 = Suborbit, Minmus
< 0 = Land, Minmus
< 0 = Orbit, Minmus
234c231
< amount = 119.99996689655271
---
> amount = 119.07520002065594
244c241
< name = This Probe Core is Stuck
---
> name = This probe core is not stuck
```

I tried editing the values that were different but none of them seem to have unstuck the part. Any ideas?