

Kerbal Space Program - Bug #28639

The stage is technically separate, but the game still considers it coupled.

06/19/2022 02:48 PM - rafael2020gab@hotmail.com

Status:	New	Start date:	06/19/2022
Severity:	Low	% Done:	0%
Assignee:			
Category:	Staging		
Target version:			
Version:	Kerbal Space Program - 1.12.3	Language:	Português-Brazil (Portuguese-Brazil)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

I was sending a probe with an Orbital Research Scanner, and I wanted to put a Commuotron 88-88 under it to, but that way, I wouldn't be able to put a decoupler, so I improvised using an Aerodynamic Protection Hood, however, at the time I "uncoupled" by opening the hood, the stage separated, but the game still considers it to be coupled.

I sent a video recreating the bug and some photos for you to analyze better.

My theory is that the game only really considers the stage to be separated correctly when using a decoupler, not a Protective Hood or Structural Connectors.

Note: I was also using a Mod (which is the Distant Object Enhancement /L), but it's just a visual mod to make the sky more realistic and make it possible to see planets and objects at a greater distance, so I don't think this will interfere with nothing in this bug.

History

#1 - 06/19/2022 05:11 PM - rafael2020gab@hotmail.com

by the way, the video I made was too big for me to send here, so I put it on Google Drive:

https://drive.google.com/file/d/1rr12V3HzyPm0JZqCXWUtV4_1GaS5koXN/view?usp=sharing

Files

Captura de Tela (377).png	694 KB	06/19/2022	rafael2020gab@hotmail.com
Captura de Tela (376).png	918 KB	06/19/2022	rafael2020gab@hotmail.com
Captura de Tela (378).png	1.21 MB	06/19/2022	rafael2020gab@hotmail.com
Captura de Tela (379).png	1.24 MB	06/19/2022	rafael2020gab@hotmail.com