

Kerbal Space Program - Bug #28677

Rocket Exploding due to "Structural failure between linkage" with buggy behavior

12/18/2022 05:56 PM - TheBraveError

Status:	New	Start date:	12/18/2022
Severity:	Low	% Done:	0%
Assignee:			
Category:	Physics		
Target version:			
Version:	Not Applicable	Language:	English (US)
Platform:	OSX	Mod Related:	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

While I was trying to launch a rocket, it repeatedly exploded. The f3 screen reported this was due to a structural failure between linkage, which struts did not help with. Even stranger, some of the debris ejected from the Kerbin system at an appreciable fraction of the speed of light. When I switched to one of these debris, I noticed it had a trajectory towards the sun. I time warped, and when it fell into the sun, it survived perfectly fine, falling further and further into the ground while the graphic got buggier and buggier. I was unable to replicate this, (although I do try in the video). The debris I tracked also seemed to stick to the nerv, which was strange because it was actually the second time it had happened. I actually don't know how to proceed.

History

#1 - 12/18/2022 06:03 PM - TheBraveError

Really sorry about video issues here's a google drive link https://drive.google.com/file/d/1tOBISTeVv2r4DKRINudPOLwVaynbqxB/_view?usp=sharing

#2 - 12/20/2022 04:10 PM - Anth12

Firstly I am not one of the developers. More someone who used to do bug reports for KSP1 as a hobby or obsession or both.

I have watched your video and what is happening is normal.

Radially attached tanks (and other parts) have a problem of not having a very strong attachment strength. Your rocket is also large and your TWR is over 1.8 on launch which is too high.

The tanks are mostly likely under so much force that they are getting ripped off which is indicated by "Structural failure between linkage"

I recommend using autostruts (enable 'advanced tweakables' in the main settings) and physical struts (or more if you are using them already) I also recommend thrust limiting the engines to drop the TWR down to 1.2 - 1.5

#3 - 12/20/2022 04:13 PM - Anth12

In addition the bug where you find yourself at the sun is known. Its been in the game for a while.

We are 2 months out from KSP2. I serious doubt it will be fixed now ;)

#4 - 12/20/2022 04:47 PM - TheBraveError

Ok thanks. I'm not that surprised that that was the cause of my untimely demise, I was just confused at the part where my debris was sometimes traveling at 0.2 c (not in the video) and so I assumed something was up with the physics.

#5 - 12/20/2022 05:59 PM - Anth12

Well something is wrong with the physics for that to happen, its just normal for KSP.

Perhaps there will be improvements to radially attached parts in KSP2. Something else for me to test when it comes out.