Kerbal Space Program - Bug #28684

Fast swithcing between vehicles on minmus - uncontrolled trash with selfdestruction

01/08/2023 08:11 PM - kerlon_kersk

Status:	New	**Start date:**	01/08/2023
Severity:	Low	**% Done:**	0%
Assignee:			
Category:	Physics		
Target version:			
Version:	1.12.4	**Language:**	English (US), pýсский (Russian)
Platform:	Windows	**Mod Related:**	No
Expansion:	Breaking Ground, Core Game		

Description

Oldest disqusting bug, i remember this since beta.

Way to reproduce:

1) have few vehicles in 1km distance on planet with low gravity with wheels or with landing legs.
2) switch between them by] or [keys several times. And try catch the rhytm of the springs.
3) listen how your far vehicle explodes after stacking in textures or extreme jump. Or if you switch in time will see that (Screenshot 4)

Also it possible with warp. Also i did that on clear version.

This is a big problem but i think its not just bug, Its a bad code. Game doesnt remember state(compression) of the springs and starts playing animation(or calculation) of spring compression from absolute start.

Files

spring 3.jpg	996 KB	01/08/2023	kerlon_kersk
spring 2.jpg	1.07 MB	01/08/2023	kerlon_kersk
spring 4.jpg	1.13 MB	01/08/2023	kerlon_kersk
spring 5.jpg	1.1 MB	01/08/2023	kerlon_kersk
springs 1.jpg	1.36 MB	01/08/2023	kerlon_kersk