Kerbal Space Program - Bug #3010

Ship clipping through terrain and exploding after EVA

09/11/2014 10:39 PM - Tape

Status:	Closed	**Start date:**	09/11/2014
Severity:	Low	**% Done:**	100%
Assignee:			
Category:	Buildings		
Target version:			
Version:	0.24	**Language:**	English (US)
Platform:	OSX	**Mod Related:**	No
Expansion:			

Description

From what I can tell by doing a craft switch the ship clips through the terrain and the engine/fuel tank usually explode immediately.

Steps to reproduce:

1. Land ship with SAS on, pointed roughly vertical. This particular craft didn't have landing legs.
2. I performed an EVA, flew about 3km away, and returned to find the ship explode when about 200m in distance.

History

#1 - 09/11/2014 10:47 PM - Tape

Also my apologies regarding this save file, it has the FAR and KW mods installed however I have had the issue happen before on stock KSP, this was the first time I was able to reproduce it in a quickly testable manner since I have started using mods.

#2 - 09/12/2014 11:19 AM - Ted

- Status changed from New to Need More Info

- Severity changed from Critical to Low

While it's unfortunate that this is happening, it's not preventing a large part of the game from operating reliably and thus isn't a Critical issue.
We also need further information such as your player.log to be able to reliably reproduce the issue, please update the issue with this information when you can.
Thanks!

#3 - 09/12/2014 05:19 PM - Tape

- File KSP.log added

Here's the KSP.log, let me know what else you may need.

#4 - 09/13/2014 11:24 AM - PixelClef

- File pixelclef-3010-2014-0913-01.txt added

- File pixelclef-3010-2014-0913-02.txt added

- File 3010 Test Lander 1.craft added

- File screenshot15.png added

- File 3010 Down.sfs added

OS: Mac OS X 10.9.4
KSP: 0.24.2.559
Windowed
Career

Could not recreate using only stock. If possible, can you send logs, quick saves and craft file from a stock recreation? It's difficult to rule out mod involvement. I'm attaching mine, if you want to try them.

Notes:
Could not recreate streams of ArgumentException

"This one is busted: Mk1 Lander Can root? True" does not appear in my test logs, and seems to be from FAR?
Despite the presence of lander legs on the test craft, they were retracted during EVA, so that the engine was in direct contact with the Munar surface.
Did get the following sequence, but without any explosion:

```
[3010 Test Lander 1]: landed - waiting for ground contact to resume physics...
[3010 Test Lander 1]: ground contact! - error: -1.259m
Unpacking 3010 Test Lander 1
```

#5 - 09/13/2014 05:43 PM - taniwha

Also, please upload your Player.log instead of KSP.log. While the link is for modded support, it's just as relevant for stock:
http://forum.kerbalspaceprogram.com/threads/92229-How-To-Get-Support-%28READ-FIRST%29

#6 - 07/15/2015 08:57 PM - Squelch

- Status changed from Need More Info to Closed

- % Done changed from 0 to 100

Looking at the log for this, the installed mods are making the log hard to follow. Combined with any lack of any follow up, this one has to close

Files

quicksave.sfs	239 KB	09/11/2014	Tape
KSP.log	1020 KB	09/12/2014	Tape
pixelclef-3010-2014-0913-01.txt	4.52 KB	09/13/2014	PixelClef
pixelclef-3010-2014-0913-02.txt	4.08 KB	09/13/2014	PixelClef
3010 Test Lander 1.craft	37.5 KB	09/13/2014	PixelClef
screenshot15.png	2.27 MB	09/13/2014	PixelClef
3010 Down.sfs	436 KB	09/13/2014	PixelClef