

Kerbal Space Program - Bug #3423

Ship explodes way above Pol's surface

11/03/2014 06:59 PM - gfaccin

Status:	Closed	Start date:	11/03/2014
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	0.25	Language:	English (US)
Platform:	Linux	Mod Related:	No
Expansion:			

Description

When trying to land my first mission to Pol, the ship "crashed" in air, 1941 m above the surface. I could even see it's shadow on the surface way below, and there was no obstacle whatsoever for it to hit. I was taking screenshots of the moment, and they are attached. The one without the ship is the shot of the exact height when the collision with the invisible wall happened.

Related issues:

Related to Kerbal Space Program - Bug #5235: Ship quicksaved below 700 m abov... **Closed** **07/13/2015**

History

#1 - 12/01/2014 05:21 AM - Squelch

- Status changed from New to Need More Info

Thanks for reporting this, but could you please provide some more information?

Could you upload your logs so we can possibly identify the mystery collision?

Please read and follow the advice given in our bug reporting guide found [here](#)

#2 - 12/22/2014 01:34 AM - Xavven

This exact thing just happened to me in .90. The logs DON'T show your altitude, nor any vertex issues like with the collision with phantom KSP buildings issue others have reported. The log plays it out like it's a regular old terrain collision, but I was far above the ground. I had very little horizontal velocity vs. surface and was probably 1000-2000m above ground level. I will provide the log anyway.

KSP Version 0.90.0.705 Beta
KSP, Windows, 32-bit game
Windows 8.1 64-bit Enterprise
Intel Core i5-3550
AMD Radeon HD 5700 Series
DirectX 11

```
[LOG 00:09:46.259] Game State Saved to saves/Xavven/persistent
[LOG 00:09:46.260] [AutoSave]: Game Saved
[WRN 00:10:07.736] Vessel Polar Bear crashed through terrain on Pol
[LOG 00:10:07.737] [01:28:06]: Polar Bear crashed into Pol.
[LOG 00:10:07.739] probeCoreHex (Polar Bear) Exploded!! - blast awesomeness: 0
[LOG 00:10:07.741] [sensorThermometer]: Deactivated
[LOG 00:10:07.745] [sensorAccelerometer]: Deactivated
[LOG 00:10:07.757] [commDish]: Deactivated
[LOG 00:10:07.760] [probeCoreHex (Polar Bear)]: Deactivated
[WRN 00:10:07.776] Vessel Polar Bear Debris crashed through terrain on Pol
[LOG 00:10:07.777] [01:28:06]: Polar Bear Debris crashed into Pol.
[LOG 00:10:07.778] [Explosion] Combined.
[LOG 00:10:07.778] batteryBankMini Exploded!! - blast awesomeness: 0.5
[LOG 00:10:07.781] [batteryBankMini]: Deactivated
[WRN 00:10:07.782] Vessel Polar Bear Debris crashed through terrain on Pol
[LOG 00:10:07.783] [Explosion] Combined.
[LOG 00:10:07.783] solarPanels4 Exploded!! - blast awesomeness: 0.5
[LOG 00:10:07.784] [solarPanels4]: Deactivated
[WRN 00:10:07.785] Vessel Polar Bear Debris crashed through terrain on Pol
[LOG 00:10:07.786] [Explosion] Combined.
[LOG 00:10:07.786] solarPanels4 Exploded!! - blast awesomeness: 0.5
```

[LOG 00:10:07.787] [solarPanels4]: Deactivated
[LOG 00:10:07.792] 1 explosions created.
[WRN 00:10:07.829] Vessel Polar Bear Debris crashed through terrain on Pol
[LOG 00:10:07.830] batteryBankMini Exploded!! - blast awesomeness: 0.5
[LOG 00:10:07.831] [batteryPack]: Deactivated
[LOG 00:10:07.835] [batteryBankMini]: Deactivated
[WRN 00:10:07.840] Vessel Polar Bear Debris crashed through terrain on Pol
[LOG 00:10:07.841] [Explosion] Combined.
[LOG 00:10:07.842] fuelTankSmallFlat Exploded!! - blast awesomeness: 0.5
[LOG 00:10:07.847] [spotLight1]: Deactivated
[LOG 00:10:07.848] [spotLight1]: Deactivated
[LOG 00:10:07.848] [batteryPack]: Deactivated
[LOG 00:10:07.850] [fuelTankSmallFlat]: Deactivated
[WRN 00:10:07.856] Vessel Polar Bear Debris crashed through terrain on Pol
[LOG 00:10:07.857] [Explosion] Combined.
[LOG 00:10:07.858] radialEngineMini Exploded!! - blast awesomeness: 0.5
[LOG 00:10:07.858] [radialEngineMini]: Deactivated
[WRN 00:10:07.859] Vessel Polar Bear Debris crashed through terrain on Pol
[LOG 00:10:07.860] [Explosion] Combined.
[LOG 00:10:07.861] radialEngineMini Exploded!! - blast awesomeness: 0.5
[LOG 00:10:07.861] [radialEngineMini]: Deactivated
[WRN 00:10:07.862] Vessel Polar Bear Debris crashed through terrain on Pol
[LOG 00:10:07.863] [Explosion] Combined.
[LOG 00:10:07.863] miniLandingLeg Exploded!! - blast awesomeness: 0
[LOG 00:10:07.864] [miniLandingLeg]: Deactivated
[WRN 00:10:07.865] Vessel Polar Bear Debris crashed through terrain on Pol
[LOG 00:10:07.865] [Explosion] Combined.
[LOG 00:10:07.866] miniLandingLeg Exploded!! - blast awesomeness: 0
[LOG 00:10:07.866] [miniLandingLeg]: Deactivated
[WRN 00:10:07.867] Vessel Polar Bear Debris crashed through terrain on Pol
[LOG 00:10:07.868] [Explosion] Combined.
[LOG 00:10:07.868] miniLandingLeg Exploded!! - blast awesomeness: 0
[LOG 00:10:07.869] [miniLandingLeg]: Deactivated
[WRN 00:10:07.870] Vessel Polar Bear Debris crashed through terrain on Pol
[LOG 00:10:07.870] [Explosion] Combined.
[LOG 00:10:07.871] miniLandingLeg Exploded!! - blast awesomeness: 0
[LOG 00:10:07.872] [miniLandingLeg]: Deactivated
[WRN 00:10:07.872] Vessel Polar Bear Debris crashed through terrain on Pol
[LOG 00:10:07.873] [Explosion] Combined.
[LOG 00:10:07.874] stackDecouplerMini Exploded!! - blast awesomeness: 0.5
[LOG 00:10:07.874] [stackDecouplerMini]: Deactivated
[LOG 00:10:07.881] 1 explosions created.
[WRN 00:10:17.313] [FlightPersistence]: Vessel Polar Bear not saved because it was dead.
[LOG 00:10:17.314] Flight State Captured
[LOG 00:10:17.320] Saving Achievements Tree...
[LOG 00:10:17.321] Saving Achievements Tree...
[LOG 00:10:17.321] Saving Achievements Tree...
[LOG 00:10:17.322] Saving Achievements Tree...
[LOG 00:10:17.323] Saving Achievements Tree...
[LOG 00:10:17.323] Saving Achievements Tree...
[LOG 00:10:17.324] Saving Achievements Tree...
[LOG 00:10:17.324] Saving Achievements Tree...
[LOG 00:10:17.325] Saving Achievements Tree...
[LOG 00:10:17.325] Saving Achievements Tree...
[LOG 00:10:17.326] Saving Achievements Tree...
[LOG 00:10:17.425] Game State Saved to saves/Xavven/persistent
[LOG 00:10:17.426] Game Paused!
[WRN 00:10:25.178] [HighLogic]: ===== Scene Change : From FLIGHT to SPACECENTER (Async)
=====

[LOG 00:10:29.389] [Progress Tracking]: Posted anonymous data to server successfully. Server Reply: KSP PROGRESS DATA OBTAINED

#3 - 12/22/2014 04:11 AM - Orum

I also experience the same problem, all over Pol (save for maybe the highest mountains?). What's really odd is the 'true' altitude given by MechJeb hits 0 well before hitting the 'real' surface, and when it does, your ship either passes through the ephemeral surface, and the altitude updates to the 'real' value, or you explode. Made a video to show the bug in action: <http://youtu.be/CNLz045W1zw> (apologies for the editorializing).

#4 - 05/14/2015 06:31 AM - barfing_skull

This is still happening as of 1.0.2. In this case I **almost** landed on Pol, but when restoring from quicksave, my capsule (but not the rest of the ship) exploded immediately due to terrain incursion. I think there's something seriously wrong with the data for the terrain mapping on Pol, as this doesn't happen on any other stock celestial body. Including the log below, but I'm not sure what more info to provide, other than "try it a few times on different surface locations" and "try quicksaving a few hundred meters above the surface before landing, then try loading the save".

Kerbal Space Program - 1.0.2.0 (LinuxPlayer) Steam

OS: Linux 3.13 LinuxMint 17.1 64bit
CPU: Intel(R) Core(TM) i7-5930K CPU @ 3.50GHz (12)
RAM: 32078
GPU: GeForce GTX 970/PCIe/SSE2 (4096MB)
SM: 30 (OpenGL 4.5 [4.5.0 NVIDIA 346.59])

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[LOG 00:08:07.838] [Orbit Targeter]: Target is null
[WRN 00:08:07.838] [HighLogic]: ===== Scene Change : From FLIGHT to FLIGHT =====
[EXC 00:08:07.839] NullReferenceException: Object reference not set to an instance of an object
Clouds.Clouds.Update ()
[WRN 00:08:07.848] Cannot find preset 'High' for pqs 'Plock'
[WRN 00:08:07.856] Cannot find preset 'High' for pqs 'Wal'
[WRN 00:08:07.862] Cannot find preset 'High' for pqs 'Priax'
[WRN 00:08:07.869] Cannot find preset 'High' for pqs 'Polta'
[WRN 00:08:07.876] Cannot find preset 'High' for pqs 'Tekto'
[WRN 00:08:07.883] Cannot find preset 'High' for pqs 'Slate'
[WRN 00:08:07.896] Cannot find preset 'High' for pqs 'Ovok'
[WRN 00:08:07.903] Cannot find preset 'High' for pqs 'Hale'
[LOG 00:08:08.398] [PlanetariumCamera]: Focus: Pol
[LOG 00:08:08.408] Tac.FuelBalanceController[FFC78844][4361.13]: OnDestroy
[LOG 00:08:08.416] SLPFix.OnDestroy()
[WRN 00:08:10.052] ApplicationLauncher already exist, destroying this instance
[LOG 00:08:10.055] AddonLoader: Instantiating addon 'NavWaypoint' from assembly 'KSP'
[LOG 00:08:10.057] AddonLoader: Instantiating addon 'CityLights' from assembly 'CityLights'
[LOG 00:08:10.057] AddonLoader: Instantiating addon 'Clouds' from assembly 'Clouds'
[LOG 00:08:10.057] AddonLoader: Instantiating addon 'OverlayMgr' from assembly 'OverlayMgr'
[LOG 00:08:10.057] AddonLoader: Instantiating addon 'KASAddonWinchGUI' from assembly 'KAS'
[LOG 00:08:10.057] AddonLoader: Instantiating addon 'KASAddonDebugTools' from assembly 'KAS'
[LOG 00:08:10.057] AddonLoader: Instantiating addon 'KASAddonPointer' from assembly 'KAS'
[LOG 00:08:10.057] AddonLoader: Instantiating addon 'KASAddonControlKey' from assembly 'KAS'
[LOG 00:08:10.058] AddonLoader: Instantiating addon 'KISAddonPickup' from assembly 'KIS'
[LOG 00:08:10.058] AddonLoader: Instantiating addon 'KISAddonPointer' from assembly 'KIS'
[LOG 00:08:10.058] AddonLoader: Instantiating addon 'LHFlight' from assembly 'LandingHeight'
[LOG 00:08:10.059] AddonLoader: Instantiating addon 'KerbalDebrisFix' from assembly 'KerbalDebrisFix'
[LOG 00:08:10.059] AddonLoader: Instantiating addon 'SLPFix' from assembly 'StickyLaunchPadFix'
[LOG 00:08:10.059] AddonLoader: Instantiating addon 'FuelBalanceController' from assembly 'TacFuelBalancer'
[LOG 00:08:10.059] Tac.FuelBalanceController[FF9F1C96][4361.13]: Awake
[LOG 00:08:10.067] Tac.ToolBarButton[D7B21D80][4361.13]: Create successful.
[LOG 00:08:10.214] ----- initializing flight mode... -----
[LOG 00:08:10.247] Target vessel index: 37 vessel count: 49
[LOG 00:08:10.249] [FLIGHT GLOBALS]: Switching To Vessel PolFuel 1 -----
[LOG 00:08:10.249] setting new dominant body: Pol
FlightGlobals.mainBody: Pol
[LOG 00:08:10.253] Clouds: Volume Destroyed
[LOG 00:08:10.292] Clouds: Volume Initialized
[LOG 00:08:10.293] Clouds: Volume Enabled=True
[LOG 00:08:10.293] Reference Frame: Rotating
[WRN 00:08:10.310] HighlightingSystem : Multiple Highlighter components on a single GameObject is not allowed! Highlighter has been disabled on a
GameObject with name 'model'.
[LOG 00:08:10.470] [RESOURCES] - Error in - BaseConverter_SetupModule - Object reference not set to an instance of an object
[LOG 00:08:10.484] [RESOURCES] - Error in - BaseConverter_SetupModule - Object reference not set to an instance of an object
[LOG 00:08:10.638] [RESOURCES] - Error in - BaseConverter_SetupModule - Object reference not set to an instance of an object
[LOG 00:08:10.645] [RESOURCES] - Error in - BaseConverter_SetupModule - Object reference not set to an instance of an object
[LOG 00:08:10.661] [RESOURCES] - Error in - BaseConverter_SetupModule - Object reference not set to an instance of an object
[LOG 00:08:10.669] [RESOURCES] - Error in - BaseConverter_SetupModule - Object reference not set to an instance of an object
[LOG 00:08:10.773] [RESOURCES] - Error in - BaseConverter_SetupModule - Object reference not set to an instance of an object
[LOG 00:08:10.781] [RESOURCES] - Error in - BaseConverter_SetupModule - Object reference not set to an instance of an object
[LOG 00:08:10.788] [RESOURCES] - Error in - BaseConverter_SetupModule - Object reference not set to an instance of an object
[LOG 00:08:10.796] [RESOURCES] - Error in - BaseConverter_SetupModule - Object reference not set to an instance of an object
[LOG 00:08:10.796] [RESOURCES] No Implementation of IsSituationValid in derived class
[LOG 00:08:10.796] [RESOURCES] No Implementation of IsSituationValid in derived class
[LOG 00:08:10.796] [RESOURCES] No Implementation of IsSituationValid in derived class
[LOG 00:08:10.935] [RESOURCES] - Error in - BaseConverter_SetupModule - Object reference not set to an instance of an object
[LOG 00:08:10.941] [RESOURCES] - Error in - BaseConverter_SetupModule - Object reference not set to an instance of an object
[LOG 00:08:10.955] [RESOURCES] - Error in - BaseConverter_SetupModule - Object reference not set to an instance of an object
[LOG 00:08:10.961] [RESOURCES] - Error in - BaseConverter_SetupModule - Object reference not set to an instance of an object
[LOG 00:08:11.049] [RESOURCES] - Error in - BaseConverter_SetupModule - Object reference not set to an instance of an object
[LOG 00:08:11.055] [RESOURCES] - Error in - BaseConverter_SetupModule - Object reference not set to an instance of an object
[LOG 00:08:11.062] [RESOURCES] - Error in - BaseConverter_SetupModule - Object reference not set to an instance of an object
[LOG 00:08:11.068] [RESOURCES] - Error in - BaseConverter_SetupModule - Object reference not set to an instance of an object
[LOG 00:08:11.068] [RESOURCES] No Implementation of IsSituationValid in derived class
[LOG 00:08:11.068] [RESOURCES] No Implementation of IsSituationValid in derived class
[LOG 00:08:11.068] [RESOURCES] No Implementation of IsSituationValid in derived class
[LOG 00:08:11.068] [RESOURCES] No Implementation of IsSituationValid in derived class
```



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[LOG 00:08:14.032] Clouds: Volume Destroyed
[LOG 00:08:14.056] Clouds: Volume Initialized
[LOG 00:08:14.056] Clouds: Volume Enabled=True
[LOG 00:08:14.211] [FLIGHT GLOBALS]: Switching To Vessel PolFuel 1 Probe -----
[LOG 00:08:14.212] stage manager resuming...
[LOG 00:08:14.230] Tac.FuelBalanceController[FF9F1C96][4361.59]: Rebuilding resource lists.
[LOG 00:08:14.263] Create button for module Orbit Info
[LOG 00:08:14.263] Create button for module Surface Info
[LOG 00:08:14.264] Create button for module Vessel Info
[LOG 00:08:14.264] Create button for module Delta-V Stats
[LOG 00:08:14.774] Tac.FuelBalanceController[FF9F1C96][4362.13]: Rebuilding resource lists.
[LOG 00:08:27.019] Game Paused!
[LOG 00:08:30.434] Game Unpaused!
[WRN 00:08:30.435] Can not play a disabled audio source
[LOG 00:08:33.891] ScenarioTypes: List Created 12 scenario types loaded from 28 loaded assemblies.
[ERR 00:08:33.892] [DestructibleBuilding]: ID for this building is not defined correctly. Cannot unregister.

[WRN 00:08:33.897] [HighLogic]: ===== Scene Change : From FLIGHT to FLIGHT =====
[EXC 00:08:33.899] NullReferenceException: Object reference not set to an instance of an object
Clouds.Clouds.Update ()

```

#5 - 06/19/2015 09:33 PM - dgamble

Same issue here in 1.0.2 . I spent an hour trying to land on various altitudes and places on Pol to no avail. If I was able to find a spot where the game didn't glitch out on landing, it glitched out on save restore. No mods.

What does the bug owner need to resolve this? A save file? Any more information? More responders? I'll help however I can.

#6 - 07/14/2015 05:03 PM - Squelch

- Related to Bug #5235: Ship quicksaved below 700 m above terrain on Pol is destroyed on quickload added

#7 - 07/17/2016 09:29 AM - TriggerAu

- Status changed from Need More Info to Needs Clarification

#8 - 06/19/2019 07:46 PM - just_jim

This is fixed, and no longer occurring in version 1.7.2

#9 - 06/19/2019 11:01 PM - nestor

- Status changed from Needs Clarification to Resolved

- % Done changed from 0 to 100

#10 - 06/20/2019 12:08 AM - chris.fulton

- Status changed from Resolved to Closed

Files

jool-explorer4.png	1.07 MB	11/03/2014	gfaccin
jool-explorer-explosion.png	2.16 MB	11/03/2014	gfaccin