

Kerbal Space Program - Bug #351

Empty places in the staging sequence

03/11/2013 12:52 PM - MBobrik

Status:	Closed	Start date:	03/11/2013
Severity:	Low	% Done:	100%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	0.24	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

When some thrusters from the previous stage were still burning, and subsequently crashed into terrain or were otherwise destroyed, there will stay an empty place in the staging display where they were.

This becomes quite annoying when you launch large ships and you have a dozen or so of small solid engines that push the spent parts off the next stage because the remaining empty places take up all space and you can't see any other stages.

Steps to reproduce:

Build a ship that has three stages. 2. one small solid booster. 1 decoupler and a several of those small solid engines 0. a parachute (See SShot1)

Launch the ship, after the solid booster runs out of fuel, decouple, deploy parachutes immediately and wait until the booster crashes to the ground.

The still running small thrusters are still displayed in stage 1, though they are on the part that got separated (See SShot2) and when they are destroyed they leave an empty place behind. (See SShot3)

History

#1 - 03/12/2013 06:12 PM - Ted

- Status changed from New to Confirmed

- % Done changed from 0 to 10

I have observed this very occurrence many times myself. Marked as Confirmed.

#2 - 03/24/2013 01:49 PM - Anonymous

A workaround to this is to simply drag and drop the header bar for any empty stage. When released, it will clear the empty stage and restack.

#3 - 09/06/2014 03:57 PM - jonny

- File Bug #351.craft added

- Version set to 0.24

- Platform Any added

Cannot reproduce on V0.24 on OSX. Need confirmation on Linux/Windows

#4 - 09/06/2014 04:08 PM - sal_vager

Seems fixed here on Linux as well.

Linux 64bit, build 559.

#5 - 09/06/2014 04:14 PM - bsquiklehausen

Cannot reproduce on .24.2 both on Win x86 and Win x64.

#6 - 09/06/2014 04:26 PM - jonny

- Status changed from Confirmed to Closed

- % Done changed from 10 to 100

#7 - 09/06/2014 04:30 PM - jonny

- Status changed from Closed to Resolved

#8 - 09/06/2014 04:30 PM - jonny

- Status changed from Resolved to Closed

Files

SShot1.png	709 KB	03/11/2013	MBobrik
SShot2.png	484 KB	03/11/2013	MBobrik
SShot3.png	474 KB	03/11/2013	MBobrik
Bug #351.craft	11.8 KB	09/06/2014	jonny