

Kerbal Space Program - Bug #3945

Kraken breaks craft apart

01/06/2015 12:17 PM - Tsynique

Status:	Not a Bug	Start date:	01/06/2015
Severity:	Low	% Done:	0%
Assignee:			
Category:	Physics		
Target version:			
Version:	0.90	Language:	English (US)
Platform:	Win32	Mod Related:	No
Expansion:			

Description

Steps to reproduce:

1. Launch vessel into preliminary Low Kerbin Orbit (AP \approx 75km, negative PE)
2. Burn at apoapsis to circularize

At some point the vessel begins to experience some phantom force pushing it and the whole vessel oscillates. Eventually the probe core breaks off from the rest of the craft and the piece that breaks off falls rather fast towards the planet. It happens above atmosphere, so it cannot be affecting it. Also, the craft is no longer controllable and engine thrust doesn't seem to affect it's speed. Very rarely the craft just explodes.

The F3 menu reports linkage failure between the probe core and SAS. I tried "strutting" as many parts as I could but it didn't help.

Launching into a very high orbit, by burning most fuel vertically, didn't seem to induce this problem all the time, only sometimes.

Tried launching using MechJeb and manually - same result.

History

#1 - 01/07/2015 10:41 AM - Squelch

- Severity changed from High to Low

I have attempted to follow the steps you outline, but I do not see the same behaviour in a fresh mod free game.

I notice from the screenshot that you have mods installed, and these must be ruled out as a potential cause. Could you please remove them and see if the problem persists?

The logs from the game would be very useful in diagnosing the problem too, so could you please attach them?

#2 - 01/07/2015 10:46 AM - Squelch

- Status changed from New to Need More Info

#3 - 01/08/2015 03:55 PM - Tsynique

- Status changed from Need More Info to Not a Bug

- % Done changed from 0 to 100

Couldn't reproduce in stock game. I assumed that, since all mods I use are either cosmetic or only informational, it wouldn't cause this. Now I know better. I will test the mods one by one to determine which one causes this and contact the developers of the mod.

#4 - 01/08/2015 06:12 PM - Squelch

Thanks for the update, and good luck with pinpointing the cause.

Even the most innocent and unrelated looking addon can sometimes trigger a bug, so if you are able to narrow it down, then please contact the addon author so it can be investigated.

Files

Moho Lander.craft
screenshot18.png

188 KB
460 KB

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Tsynique
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