

Kerbal Space Program - Bug #4240

rt-10 booster not falling from sky when decoupled (BETA THAN EVER)

03/09/2015 10:43 PM - spacetackle

Status:	Closed	Start date:	03/09/2015
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Physics		
Target version:			
Version:	0.90	Language:	English (US)
Platform:	Win32	Mod Related:	No
Expansion:			

Description

I came across a strange bug where, when decoupling the RT-10 booster from the small radial decouplers, they stay stationary in the air, and do not fall to the ground.

They do fall however once my parachutes open completely at 500m.

I thought this was a visual effect, but If do not deploy my chutes and continue to fly vertically or horizontally, the engines remain floating in the air for the duration of the flight.

I am using the radial chutes when this bug occurs. I have not noticed it with any other parts combination.

continues after multiple restarts of the game.

History

#1 - 07/27/2015 05:56 PM - Squelch

- Platform Win32 added

- Platform deleted (Windows)

#2 - 07/17/2016 09:32 AM - TriggerAu

- Status changed from New to Needs Clarification

#3 - 08/09/2016 01:14 PM - TriggerAu

- Status changed from Needs Clarification to Closed

- % Done changed from 0 to 100

Closing this report out for now. If you find it is still occurring in the latest version of KSP please open a new report (and this one can be linked to it.) For best results, the wiki contains really useful info for when creating a report <http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>.

You can also ask questions about the bug cleanup in the forum here:

<http://forum.kerbalspaceprogram.com/index.php?/topic/143980-time-to-clean-up-the-bug-tracker/> and tag @TriggerAu to get my attention