

Kerbal Space Program - Bug #4832

Capsules overheat and explode during rendezvous attempt.

04/30/2015 03:09 AM - ph4mp573r

Status:	Closed	Start date:	04/30/2015
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Physics		
Target version:			
Version:	1.0	Language:	English (US)
Platform:	Win32	Mod Related:	No
Expansion:			

Description

When attempting to rendezvous with another craft one of the two crafts capsules will explode due to over-heating, usually during or immediately following time warp.

This is easily reproducible by using timewarp while near another craft. It's most often an issue while attempting the new rescue missions.

Further information can be found in these posts:

http://www.reddit.com/r/KerbalSpaceProgram/comments/34clmr/bug_exploding_capsules_during_attempted_rendezvous/
<http://forum.kerbalspaceprogram.com/threads/117856-Random-Exploding-Space-Rendezvous>
https://www.youtube.com/watch?v=nk_VhhoJtuQ

History

#1 - 07/27/2015 05:57 PM - Squelch

- Platform Win32 added
- Platform deleted (Windows)

#2 - 11/19/2015 03:00 PM - sal_vager

- Status changed from New to Need More Info
- Severity changed from High to Normal

Please retest in a current build of KSP, as many changes have been made to the thermal system.

#3 - 07/17/2016 09:40 AM - TriggerAu

- Status changed from Need More Info to Needs Clarification

#4 - 08/09/2016 01:38 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