Kerbal Space Program - Bug #491

Solar panels - Deployed panels are broken if a second craft is launched.

03/23/2013 08:02 PM - sal_vager

Status:	Closed	**Start date:**	03/23/2013
Severity:	Normal	**% Done:**	100%
Assignee:			
Category:	Physics		
Target version:			
Version:	0.19.1	**Language:**	English (US)
Platform:	Any	**Mod Related:**	No
Expansion:			

Description

The Issue

If a craft is in the vicinity of the Space Centre and has solar panels deployed (any other then the OX-STAT) and another craft is launched from any building, the deployed panels on the first craft are set to the broken state.

Retracted panels are not affected.

Reproduction

Launch a craft with extendible solar panels, move the craft off the launchpad / runway and deploy the panels.

Launch a second craft of any type, the extended panels on the first craft will now be broken.

Returning to a craft with deployed panels from the tracking station does not break the panels.

Provided is a Scenario file with a craft, the panel is in one piece if accessing the craft from the tracking station, but it will be broken if launching a second vessel.

Implication

Player annoyance at having their solar panel craft break "for no reason"

Notes

Nothing shown in the log.

History

#1 - 03/30/2013 07:19 PM - rspeed

I've seen this happen on Duna, too. If you land a craft and leave the solar panels out, then arrive in the same location in another spacecraft, the first spacecraft's panels will be destroyed.

#2 - 06/16/2013 11:53 AM - Matze1984

I had the same happen on the Mun.

I was able to reproduce this bug several times right now. It also occcurres if you selekt an other close allready lauched craft via the tracking station or aproching it with an other craft from a distance more than 3 km away. It only affect the extendible solar panels, the OX-STAT in also not affected.

I tested 3 scenarios.

1: As discribted above. Craft "A" next to launchpad and deploy the panels. After launching craft "B" the panels of craft "A" are brocken.

2: Craft "A" and "B" allready launchend and standing next to each other with deploied panels. Going to the tracking station and select Craft "B". The panels of craft "A" are brocken.

3: Craft "A" is 5 km away from launchped with deploied panels. Launching craft "B" the panels of craft "A" are intact. Selecting craft "B" via the tracking Station the panels of craft "A" are intact. Aproching craft "A" with craft "B" and after getting closer than 2 km the panels of craft "A" are brocken.

As I canÂ´t recall to have this noticed nor could I force it to happen in space I guss it has something to do with terrain loading/updating where maybe clipping is affecting all the other crafts with in a specified range. As testing scenario 3 in 2 out of 10 cases craft "A" blow up for no reason witch leads me to that conclusion as well.

Tested in Version 0.20.2.186

#3 - 08/16/2013 11:33 AM - Ted

- Category set to Physics

#4 - 02/09/2014 12:48 PM - Brusura

Confirmed, this also happen with other deployed things like antennae and dishes, in this case they detach from main body. It happens everytime a second craft enter the 2.5 km zone of the first vessel, when physic kick in for an "on rail" object, the kraken will eat you.

#5 - 07/17/2016 09:23 AM - TriggerAu

- Status changed from New to Needs Clarification

#6 - 07/17/2016 06:45 PM - Claw

- Status changed from Needs Clarification to Closed

- % Done changed from 0 to 100

Fixed

Files

Solar panel breakage issue.sfs	17.8 KB	03/23/2013	sal_vager