

## Kerbal Space Program - Bug #4912

### 1.0.2.842 - Ships connected by docking ports/asteroid grabbers gain random accelerations

05/03/2015 04:14 PM - Neutrality

<b>Status:</b>	Closed	<b>Start date:</b>	05/03/2015
<b>Severity:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Physics		
<b>Target version:</b>			
<b>Version:</b>	1.0.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Win32	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

When flying a ship that has multiple docked or asteroid-grabbed parts, it slowly accelerates and shakes itself to pieces. This happens without any input and with SAS off. It takes a couple minutes, but after a while the pieces of the ship fall apart. This bug has been around since 0.90, it was not in 0.25.

I included a persistent.sfs with two ships that do this fall-apart when loaded.

Below are pictures of a ship before and after the shaking- it is connected by docking ports in a couple places.

I1XpkEx.jpg  
Zfz1urr.jpg

#### History

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

- Platform Win32 added
- Platform deleted (Windows)

##### #2 - 11/19/2015 09:29 PM - sal\_vager

- Status changed from New to Need More Info

Please retest in the latest build, claw issues should now all be resolved.

[guidebug reporting guide](#)

##### #3 - 01/07/2016 07:21 AM - Neutrality

- Status changed from Need More Info to Confirmed
- % Done changed from 0 to 10

The ships in the save file still fall apart, but newly launched ships do not, both docking port and claw connections. I'm guessing something changed with the physics such that the old ship connections became invalid.

##### #4 - 07/17/2016 09:43 AM - TriggerAu

- Status changed from Confirmed to Needs Clarification
- % Done changed from 10 to 0

##### #5 - 08/09/2016 01:51 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

**Files**

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persistent.sfs

1.12 MB

05/03/2015

Neutrality