Kerbal Space Program - Bug #4916

Stages with multiple 3.75 m stack decouplers do not fire correctly

05/03/2015 08:12 PM - JVS

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

Description

Whenever I build a very large rocket with multiple 3.75 m decouplers firing on one stage in-flight, a few strange behaviors manifest:

1. Only one engine/decoupler pair will actually activate upon pressing space bar.

2. The detached parts are still apparently recognized by the game as part of my craft, and as they drift away the camera stays fixed at the system's center of mass

3. Pressing space bar additional times will activate additional engine/decoupler pairs within that stage. Eventually the entire staging group can be activated, and the ship is correctly recognized as detached and will proceed normally.

I have attached two craft which manifest this behavior, upon the first large-scale staging event in-flight. The "Tylo Miner" also manifests the phantom launch lamps similarly to bug 4874 early in flight, though they are not attached to the craft, they just float in the atmosphere harmlessly.

I labeled this as 1.0.1, but I am playing 1.0.2, there's just no option for that.

History

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

- Platform Win32 added

- Platform deleted (Windows)

#2 - 11/19/2015 03:08 PM - sal_vager

- Status changed from New to Resolved

- Severity changed from High to Very Low

- % Done changed from 0 to 100

Okay, 1 is how they are supposed to work now, and 2 is not happening in the latest build (1028)

Marking as resolved.

#3 - 07/17/2016 09:19 AM - TriggerAu

- Status changed from Resolved to Closed

Files

Tylo Miner.craft	683 KB	05/03/2015		JVS
Bop-Pol Explorer.craft	858 KB	05/03/2015		JVS