

## Kerbal Space Program - Bug #4963

### Parts in service bay can sometimes fly apart

05/10/2015 04:59 PM - Deruwyn

<b>Status:</b>	Closed	<b>Start date:</b>	05/10/2015
<b>Severity:</b>	Low	<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

Occasional parts in one of the service bays can sometimes fly apart, become disconnected, shift around laterally, or break. I've seen this occur occasionally when slowing down from fairly high time warp speed while in orbit or while accelerating at a fairly moderate speed in space. It seems to mostly occur when I switch to the map and then back to the up-close view. These are situations where the G forces are nowhere near what should cause the ship to experience unscheduled rapid deconstruction. The parts will often be jittering around if still connected. Switching to map and back again has "fixed" it so that everything re-aligns with its proper position but more fragile parts (solar panels.) are usually broken by then.

Using Chatterer, KerbalEngineer, MechJeb 2, and StageRecovery.

The only one of those I would suspect that might be causing some of the issues would be MechJeb.

Version 1.0.2

#### History

##### #1 - 05/13/2015 05:16 AM - orcaman98

Bug [#4886](#) is likely related. I've seen this problem mainly when jumping to ships, either from the Tracking Station or from other ships. No time warp, no acceleration, no SAS, no mods. It is NOT consistent, eg, jump from Ship A to Ship B, ship B shudders and then explodes. F9, jump from A to B again, no problem. Can **sometimes** be alleviated by opening the bay doors. Might have to do with parts collisions either within the bay or with the doors. I definitely did that to one ship that exploded a lot - stacked parts a little too tall for the service bay.

##### #2 - 07/27/2015 05:58 PM - Squelch

- Platform Win32 added

- Platform deleted (Windows)

##### #3 - 07/17/2016 09:33 AM - TriggerAu

- Status changed from New to Needs Clarification

##### #4 - 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