

Kerbal Space Program - Bug #5033

Launch clamps grab onto your craft midflight

05/23/2015 09:52 AM - rehty77

Status:	Duplicate	Start date:	05/23/2015
Severity:	Low	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

SOMEHOW, and I don't know why, my launch clamps chase me into orbit, and sometimes grab onto the rocket as it ascends, shredding the entire bottom stage of the vehicle. I'll give a list of the mods I'm using, just for good measure:

Toolbar 1.0.2
ActiveTextureManagement
EnvironmentalVisualEnhancements
CrewManifest
DistantObjectEnhancement
FASA
Firespitter plugin
RasterPropMonitor
Kerbal Attachment System
Kerbal Engineer Redux
Kerbal Joint Reinforcement
HyperEdit
Kerbal Inventory System
Klockheed Martian Gimbal
KOSMOS (just the solar arrays)
KW Rocketry 2.7
Infernal Robotics
MechJeb2
NearFuture Propulsion
NearFuture Solar
NearFuture Spacecraft
Procedural Fairings
Procedural Parts
TweakScale
Vanguard Parachute System

Related issues:

Is duplicate of Kerbal Space Program - Bug #4874: Launch clamps appearing in ... **Closed** **05/01/2015**

History

#1 - 05/25/2015 11:57 AM - Kasuha

Already reported in [#4874](#) in clean unmodded install. At least without clamps "grabbing" the ship, just appearing in their original places. I guess it might tear the ship apart too if it changed its pitch and the clamp was somewhere in the middle of parts that are still attached to the ship.

I have also seen explosions of staged debris falling on the launchpad teleporting to around my ship if it passed the magic boundary at the exact right time.

#2 - 05/25/2015 03:59 PM - Jack

Had the same issue, problem seems to be the FASA mod, ones removed problem solved.

#3 - 05/26/2015 06:16 AM - cheech420now

- Status changed from New to Confirmed

- % Done changed from 0 to 10

This has nothing to do with FASA. It happens on unmodded clean installs. If the clamps are placed too high they will destroy your ship when they teleport back to it.

#4 - 05/26/2015 06:50 AM - Squelch

- *Category changed from Bug Tracker to Gameplay*
- *Status changed from Confirmed to Duplicate*
- *Severity changed from High to Low*
- *% Done changed from 10 to 100*

It is important that unmodded games are used to report bugs. With so many variables that mods and plugins can introduce, it would be impossible to test every variation.

However, this is a duplicate of a confirmed report in a clean game (see [#4874](#)) and appears to be performance related. ie many parts or mods that adversely affect game performance leading to the introduction of this artifact.

Please refer all future reports and observations in a clean game to the duplicated issue.

#5 - 05/26/2015 06:50 AM - Squelch

- *Is duplicate of Bug #4874: Launch clamps appearing in mid air, following ship when outside of the launch pad safe area added*