

Kerbal Space Program - Bug #5230

Flying launch clamps.

07/11/2015 01:47 PM - WesleyWestland

Status: Duplicate	Start date: 07/11/2015
Severity: Low	% Done: 100%
Assignee:	
Category: Physics	
Target version:	
Version: 1.0.2	Language: English (US)
Platform: Windows	Mod Related: No
Expansion:	
Description	
<p>Since yesterday, when I try to launch a rocket, my launch clamps teleport up to my craft when I reach the 6 km mark (I know there have been other bug reports about this having to do with the size of the craft not fitting on the pad, but my rocket is quite small and easily fits the pad). It then follows me around, even up to space. I have tried it multiple times and it kept happening, even after restarting the game a day later. It didn't happen until yesterday. It kind of reminded me of the teleporting parts in the Dark Multi Player mod I used a few versions back.</p> <p>I'm playing on an old Windows Vista laptop (maybe the age of the laptop is a problem?), and KSP doesn't have any mods installed other than Chatterer (which I doubt has anything to do with it). I haven't had any other weird bugs happening until now. If you need any other information / files, please let me know.</p> <p>Version 1.0 is awesome by the way. :D</p>	
Related issues:	
Is duplicate of Kerbal Space Program - Bug #4874: Launch clamps appearing in ...	Closed 05/01/2015

History

#1 - 07/11/2015 03:39 PM - Squelch

- Status changed from New to Duplicate

- % Done changed from 0 to 100

Thanks for your report, but it is a duplicate of [#4874](#).

You must ensure that your clamps are positioned within the large circle floor markings, and they do not encroach into the smaller squares either side. These markings correspond to the cutout exhaust vents north and south of the flame pit. Any clamps left hanging in mid air will exhibit this behaviour.

If this can't be avoided for some reason, save your game (Alt+F5) just after launch. Reloading the save immediately (Alt+F9) will clear the problem.

#2 - 07/11/2015 03:39 PM - Squelch

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

#3 - 07/11/2015 03:47 PM - Squelch

I note from your log that you are using mods. Could you please check again in a stock game?

#4 - 07/12/2015 02:34 PM - WesleyWestland

I tried it again without having the mods installed, this did not have any effect on the issue. I do not understand which square markings you mean, but the clamps are well within the circle and are not overhanging the launch pad.

The quicksave solution did work (although my laptop almost crashed, it is getting old), thank you for the suggestion.

#5 - 07/12/2015 11:51 PM - Squelch

Thanks for reporting back. I have tried both your craft and savefile, and cannot see the errant clamps.

The floor markings in the level 2 VAB are less well defined with a much larger circle than a level 3, but the threshold is an imaginary line joining the corners of the chevron markings. Placing your craft so that a clamp crosses this line does produce the bug.

I am unclear why you are still having the problem, and as we know, it is not saved in the persistence file so there must be another factor beyond those known. Performance has been suggested as a possible cause, but we have yet to prove this theory.

Could you please refer any further findings to the main issue ([#4874](#)) for this so we can collate the information? The issue is currently under investigation.

Files

KSP.log	223 KB	07/11/2015	WesleyWestland
persistent.sfs	93.4 KB	07/11/2015	WesleyWestland
Mun Lander II.craft	117 KB	07/11/2015	WesleyWestland
screenshot0.png	513 KB	07/11/2015	WesleyWestland
screenshot3.png	895 KB	07/11/2015	WesleyWestland
screenshot4.png	581 KB	07/11/2015	WesleyWestland
screenshot5.png	660 KB	07/11/2015	WesleyWestland
screenshot6.png	910 KB	07/11/2015	WesleyWestland