

## Kerbal Space Program - Bug #543

### Spontaneous combustion when physics kicks in for vessels previously on rails

04/16/2013 11:03 PM - Unit327

<b>Status:</b>	Closed	<b>Start date:</b>	04/16/2013
<b>Severity:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Physics		
<b>Target version:</b>			
<b>Version:</b>	0.19.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Any	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

Sometimes when the physics first kicks in, vessels undergo weird forces and/or destruction. Especially seen on land bases (e.g. mun base) when going to the tracking station and selecting to "fly" the craft, or when using '[' or ']' to switch between active vessels, or even when just flying closer to them. But happens on vessels in orbit too (I had one simply fall apart when using '[', with no mods installed). See <https://www.youtube.com/watch?v=O1vrckR72k> for a video example, or [http://www.reddit.com/r/KerbalSpaceProgram/comments/1chff9/landed\\_ship\\_explodes\\_on\\_loading/](http://www.reddit.com/r/KerbalSpaceProgram/comments/1chff9/landed_ship_explodes_on_loading/) for another person experiencing the same problem.

#### History

##### #1 - 11/20/2015 09:21 PM - Squelch

- Status changed from New to Resolved

- % Done changed from 0 to 100

Changes to the physics loading process have removed the instantly applied torques. Tested in 1.0.5.1028

##### #2 - 07/17/2016 09:17 AM - TriggerAu

- Status changed from Resolved to Closed