

Kerbal Space Program - Bug #5961

1.0.5 will not allow "ignore collider" particularly for service module fairings

11/17/2015 04:49 AM - YANFRET

Status:	Needs Clarification	Start date:	11/17/2015
Severity:	Low	% Done:	0%
Assignee:			
Category:	Parts		
Target version:			
Version:	1.0.5	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

Service module fairings (SDHI style for example) are impossible to use now because the ignore collision is suddenly failing... never had this problem in previous versions.

The parts get hung up on anything near them when commanded to decouple. Potentially causing high energy impacts with parts not even near then physically in the spacecraft.

In 1.0.4 service module style fairings were able to call "ignore collision" and fall away nicely.

<http://imageshack.com/a/img903/8148/PzZYYf.jpg>

History

#1 - 11/17/2015 01:21 PM - sal_vager

- Severity changed from Critical to Low

Please be mindful of the bug reporting guidelines and priority table when reporting issues, thank you.

<http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>

#2 - 07/17/2016 09:41 AM - TriggerAu

- Status changed from New to Needs Clarification