

Kerbal Space Program - Bug #7434

Plane bounces when boarding on water

03/21/2016 11:53 PM - Noobton

Status:	Closed	Start date:	03/21/2016
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Physics		
Target version:			
Version:	1.0.5	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

When I try to board back my plane after EVA on water the plane bounces and explodes, I just tried it on a new save on stock 1.05 with the attached craft
screenshot5.png
screenshot6.png

History

#1 - 03/22/2016 01:25 PM - Kasuha

I have noticed similar behavior (floating plane jumping on water for no apparent reason) when I was collecting "rare science" (splashed desert) some time ago but now I have failed trying to reproduce it with your plane - it behaved correctly whatever I tried. Could you perhaps provide some more detailed guidelines how to reproduce the issue?

#2 - 03/22/2016 04:45 PM - Noobton

Kasuha wrote:

I have noticed similar behavior (floating plane jumping on water for no apparent reason) when I was collecting "rare science" (splashed desert) some time ago but now I have failed trying to reproduce it with your plane - it behaved correctly whatever I tried. Could you perhaps provide some more detailed guidelines how to reproduce the issue?

The is exactly how I found it, to reproduce it I just started a new career on my clean install, in sandbox mode, and taxi the attached aircraft straight off the runway to the shore, then eva and try to board back, I'll see if I can record the whole thing again tonight, I always wanted to do a Kerbal video and this looks like a good excuse haha.

#3 - 03/22/2016 09:29 PM - Noobton

here's the video of the bug, good stuff happens around minute 2:40 [[<https://www.youtube.com/watch?v=TjgJHWGKTmU&feature=youtu.be>]]

#4 - 03/23/2016 12:26 AM - Kasuha

Okay tested it and can confirm it happening. My experience:

The plane must be launched from runway, taxied to water or landed in water close to KSC. Then all it needs to trigger the problem is to transfer the crew between cockpit and cabin. Does the same regardless whether it was taxied to water from shore or landed in water.

When I quicksaved the plane on shore and tried to reproduce the problem by taxiing it to water after quickload, the plane got just a little nudge.

When I quicksaved the plane in water and quickloaded, there was no effect at all.

When I landed the plane in water in sufficient distance from KSC, the effect was significantly smaller or there was no effect at all.

#5 - 03/30/2016 06:33 PM - Lothsahn

This might be related to:

<http://bugs.kerbalspaceprogram.com/issues/7668>

#6 - 03/30/2016 07:08 PM - bewing

This is an intermittent error when boarding any floating craft. One time in 4, the plane will experience sudden massive torques when being boarded. This happens with any type of command pod or external command seat. It happens in any location, as long as the craft is floating. Sometimes the torques and resulting rotational speeds are low enough that nothing gets destroyed. To duplicate the bug, I think you can simply

EVA/Board/EVA/Board/EVA/Board ... -- and after several tries your plane will suddenly destroy itself.

#8 - 07/17/2016 09:44 AM - TriggerAu

- Status changed from *New* to *Needs Clarification*

#9 - 07/28/2016 06:02 PM - bewing

- Status changed from *Needs Clarification* to *Resolved*

- % Done changed from 0 to 100

This issue was fixed in version 1.1.0.

#10 - 08/05/2016 12:19 AM - TriggerAu

- Status changed from *Resolved* to *Closed*

Files

FlyingTube.craft	140 KB	03/21/2016	Noobton
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