

# Kerbal Space Program - Bug #771

## Fuel Transfer Causes Spacecraft Instability/Breakup

06/09/2013 12:59 PM - chucknation

<b>Status:</b> Closed	<b>Start date:</b> 06/09/2013
<b>Severity:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b> Physics	
<b>Target version:</b>	
<b>Version:</b> 0.20.2	<b>Language:</b> English (US)
<b>Platform:</b> Win32	<b>Mod Related:</b> No
<b>Expansion:</b>	

### Description

Version: 20.2.186, updated through Steam

OS: Windows 7

Plugins Installed: MechJeb v. 2.0.8 & Kerbal Engineer v. 0.6.0.3

#### What Happens:

When transferring fuel from one docked spacecraft to another, the spacecrafts begins to "vibrate". This "vibration" increases in amplitude until the spacecraft(s) breakup.

#### How to Reproduce:

See the attached persistent.sfs & quicksave.sfs. Transfer fuel from the smaller craft into the Rockomax Jumbo fuel tanks.

### History

#### #1 - 06/17/2013 08:51 AM - Anonymous

Are you running Smart-ASS or ASAS at that time?

#### #2 - 06/17/2013 04:20 PM - chucknation

I have SAS and ASAS parts on both crafts, however the "vibration" occurs as described regardless of whether or not SAS is turned on.

#### #3 - 07/02/2013 05:35 PM - AndreyATGB

This happened to me last week. Docked something off angle (the two ships weren't facing the same way) and it was fine. I then redocked the same thing, this time facing the same "up", and right after docking they starting moving around faster and faster until they broke up. This only happened if the docking ports were aligned so to speak. Y42qR2dh.jpg craft in question

#### #4 - 07/27/2015 06:04 PM - Squelch

- Platform Win32 added

- Platform deleted (Windows)

#### #5 - 07/17/2016 09:33 AM - TriggerAu

- Status changed from New to Needs Clarification

#### #6 - 08/07/2016 11:40 AM - TriggerAu

- Status changed from Needs Clarification to Closed

- % Done changed from 0 to 100

Closing this report out for now. If you find it is still occurring in the latest version of KSP please open a new report (and this one can be linked to it.) For best results, the wiki contains really useful info for when creating a report <http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>.

You can also ask questions about the bug cleanup in the forum here:

<http://forum.kerbalspaceprogram.com/index.php?/topic/143980-time-to-clean-up-the-bug-tracker/> and tag @TriggerAu to get my attention

### Files

output\_log.txt

254 KB

06/09/2013

chucknation

persistent.sfs	317 KB	06/09/2013	chucknation
quicksave.sfs	441 KB	06/09/2013	chucknation