

Kerbal Space Program - Bug #776

Some parts of a spacecraft are duplicated at launch

06/13/2013 01:38 AM - danjro

Status: Closed	Start date: 06/13/2013
Severity: Normal	% Done: 100%
Assignee:	
Category:	
Target version:	
Version: 0.20.2	Language: English (US)
Platform: Any	Mod Related: No
Expansion:	

Description

When I went to launch a large, complex craft, it blew up on the pad before it even had time to have a structural failure. As you can see in the screenshot, a number of parts have been duplicated and they are almost completely overlapping. As soon as the physics turned on, these overlapping parts "collided" and detonated spectacularly. I get about two seconds to zoom out and take a screenshot before it goes off.

For this one craft, this happens consistently, three times in a row now. I have never seen this happen with any other craft.

Mods needed to load the craft:

- Quantum Struts
- Ferram Aerospace Research
- Ioncross Crew Support
- Kerbal Attachment System
- KSPX
- KW Rocketry
- MechJeb2
- Remote Tech
- Remote Tech Probe Compatibility

History

#1 - 06/13/2013 02:04 AM - danjro

- File Screenshot - 13-06-12 - 11_44_24 PM.png added

It flew! I didn't change anything, it just started working!

#2 - 06/17/2013 08:49 AM - Anonymous

- Status changed from New to Closed

- % Done changed from 0 to 100

Files

Screenshot - 13-06-12 - 11_06_15 PM.png	1.16 MB	06/13/2013	danjro
Screenshot - 13-06-12 - 11_07_15 PM.png	1010 KB	06/13/2013	danjro
persistent.sfs	1.05 MB	06/13/2013	danjro
Duna Rescue.craft	234 KB	06/13/2013	danjro
Screenshot - 13-06-12 - 11_44_24 PM.png	388 KB	06/13/2013	danjro