

Kerbal Space Program - Bug #8283

Phantom Forces on Beams and/or solar arrays on Minmus

04/03/2016 02:24 PM - dsoden

Status:	Duplicate	Start date:	04/03/2016
Severity:	Critical	% Done:	100%
Assignee:			
Category:	Physics		
Target version:			
Version:	Not Applicable	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

KSP Version: v1.1.0.1172 and v1.1.0.1183, windows 32 and 64

What Happens: Phantom forces tear apart a base on Minmus. Save file is attached

Mods / Add-Ons: none

Steps to Replicate: Open save file, go to tracker, select Minmus Base Ship, and fly.

Result: The section with solar arrays mounted on vertical beams will oscillate violently. It continues after undocking the section. Pressing 1 will extend/retract the panels, which make no difference. The same section loaded at the launchpad does not show unusual behavior. The landing legs on the rest of the base also have small vibrations that make the base walk around.

Fixes/Workarounds: none

Other Notes/Pictures/Log Files: none

History

#2 - 04/04/2016 07:10 AM - dsoden

- Status changed from New to Duplicate

- % Done changed from 0 to 100

Sorry, realized this was no posted on the pre release project.

Files

persistent.sfs	3.39 MB	04/03/2016	dsoden
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