Kerbal Space Program - Bug #8449

Fairings do not deploy if on the same stage with a decoupler and the root part above the decoupler

04/05/2016 10:09 PM - KerrMue

Status:	Updated		**Start date:**	04/05/2016
Severity:	Normal		**% Done:**	10%
Assignee:				
Category:	Parts			
Target version:				
Version:	1.3.1		**Language:**	English (US)
Platform:	Linux, OSX, PS4, Windows, XBoxOne		**Mod Related:**	No
Expansion:				

Description

KSP Version: v1.1.0.1173 Windows 64-bit

What Happens: If a (interstage) fairing is on the same stage as one or more decouplers and the rootpart is "above" the decoupler the fairing wonÂ´t deploy by staging or action groups. If you change the rootpart to something below the decoupler or build the rocket from bottom to top it works as intended.

Mods / Add-Ons: All Stock

Steps to Replicate:

1) Build a rocket from top to bottom. Launch escape system, command pod, decoupler, some stuff, enclose that up to the command pod, set up an action group for a launch abort
2) press backspace

Result:

Fairing stays intact eventually holding the command module in place

Fixes/Workarounds:

- change the root part to a part below the decoupler
- deplay the fairing before firing the decoupler
- enclosing the rootpart ompletely with the fairing also seems to work, but who builds a fairing around the LES?
[img]http://i.imgur.com/ar3VVqD.png[/img]

Video:
https://www.youtube.com/watch?v=EmhZg-fDF4E

Craft:
https://kerbalx.com/herrmue/Standard-Crew-Transporter-IHS

(on this craft neither the launch escape nor the ejection of the main stage functions in the standard configuration)

System:
Geforce GTX560Ti
i5-3330 CPU
16 GB RAM
Win 10 Home 64Bit

I didnÂ´t find this issue reported before. My first Bugreport. I hope I didnÂ´t mess up.

History

#1 - 04/05/2016 11:35 PM - KerrMue

sorry, wrong bugtracker.

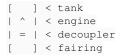**#2 - 07/17/2016 09:44 AM - TriggerAu**

- Status changed from New to Needs Clarification

#3 - 02/13/2018 09:32 AM - psycho_zs

- Status changed from Needs Clarification to Updated

- % Done changed from 0 to 10

- Version changed from Not Applicable to 1.3.1

- Platform Linux, OSX, PS4, XBoxOne added

I can confirm this. Especially for interstages, it is impossible to properly stage a fairing with decoupler simultaneously. Part on fairing's open end is detached and fairing will not deploy.

With this setup:

```
[    ] < tank
| ^ | < engine
| = | < decoupler
[    ] < fairing
```

Or this:

```
  |   < LES, fairing concludes here
 /=\  < decoupler
|[ ]| < payload
| = | < decoupler (not activated in this stage)
[    ] < fairing
```

(have to stage fairing first, then stage LES with its decoupler, otherwise fairing will not deploy)

Files

Standard Crew Transporter IHS.craft	145 KB	04/05/2016	KerrMue