

Kerbal Space Program - Bug #9205

Physics is offline and nothing moves on launchpad

04/17/2016 09:59 PM - klusik

Status:	Needs Clarification	Start date:	04/17/2016
Severity:	High	% Done:	0%
Assignee:			
Category:	Physics		
Target version:			
Version:	1.0.5	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

Hi, as the title says, nothing moves on launchpad. If I use rocket already at orbit, it moves, but not at launchpad. It is **not the sticky launchpad problem!** It seems like everything is of, kerbals don't move (they are static) as well as other things, if I try to steer, vectoring engines are moving, but nothing happen after that.

Other thing -- if I have mechjeb parts installed on ship and I use "ascent maneuver", there is limiter to max PA near maximum thrusts and so on. After a while, mechjeb starts to say it is limiting thrust, angles and so on (as there is movement), but the rocket is still down there (as on the picture).

I tried to create new profile (new game at all), it works for a while, but when I use "convertotron" (how the hell is that thing spelled :-D) it starts to do this bug. But after it even with "pre-installed ships", like everything :-{(

In the attachment there is my screenshot of that situation. Please help, thank you! I have 1.0.5.1028 or what the version is, the latest one ;) It did on 1024 as well :-{(

History

#1 - 07/17/2016 09:45 AM - TriggerAu

- Status changed from New to Needs Clarification

Files

2016-04-17.png	1.81 MB	04/17/2016	klusik
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