

Kerbal Space Program - Bug #9583

previously working launcher now glitching

04/29/2016 03:58 AM - elthore

Status:	Closed	Start date:	04/29/2016
Severity:	Low	% Done:	100%
Assignee:			
Category:	Bug Tracker		
Target version:			
Version:	1.1.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

This craft acts very strange, at a certain point during ascent a booster stack loses all stability and individual engines go wobbly. There was no such problem in 1.1.0 or 1.0.5, and now it effects all crafts I have that use this launcher.

The problem appears after all orange tanks are dropped, but sometimes when theres 1 or 2 pairs left too. At some point the 'vector' engines get all wobbly and destroy the rocket. I tried copying the good booster stack in place of the buggy one, checked for strange struts. Im not sure what changed in the patch to cause this delayed engine wobbliness?? Crafts that used to work but that haven't been loaded since before patch now exhibit same problem.

History

#1 - 04/29/2016 06:02 AM - Renegade

- File *Serial-Stage-Gyration.jpg* added
- File *Test-Gyration.craft* added
- File *output_log.txt* added

KSP Version: v1.1.1 Windows 64-bit

What Happens: Radially attached tanks gyrate in a manner not seen before in prior versions of KSP (including 1.1.0 to the best of my knowledge). They do not stop this gyration even when thrust is cut (very unusual).

Mods / Add-Ons: Pure Stock

Steps to Replicate:

1. Create a craft (it might have to be *heavy* for this to occur) with radially attached tanks for the bottom stage
2. Launch the craft
3. After a while, the tanks will start to gyrate. The gyration won't stop even when thrust is cut, which is unusual. Normally

Result: An unstoppable gyration occurs

Fixes/Workarounds:

- Heavy strutting dampens this out

Notes:

- The craft I've attached is only strutted lightly between stages, and only at the very bottom of the tanks internally (core tank and the six radially attached tanks are attached near the bottom inside). The original craft I had with the issue was actually slightly more heavily strutted.
- I don't know if the fins and/or SRBs are truly necessary (they SEEM to be?)
- the gyration doesn't start until around the time the screenshot occurs (say 50% fuel level on that stage)
- I fired off two screenshots in quick succession. That's just after the gyration starts. There's nothing of real note that I can see in the log prior to that. The explosions are from aggressive phys-warping and such to try to get the gyration to stop (or get worse, which it kinda did).

#2 - 07/17/2016 09:48 AM - TriggerAu

- Status changed from *New* to *Needs Clarification*

#3 - 08/09/2019 11:11 PM - chris.fulton

- Status changed from *Needs Clarification* to *Resolved*

- % Done changed from 0 to 100

#4 - 08/09/2019 11:11 PM - chris.fulton

- Status changed from Resolved to Closed

#5 - 08/09/2019 11:11 PM - chris.fulton

Closing, QA has not been able to reproduce this issue for some time and in effort of the database cleanup that is underway this bug is being closed.

Files

Ancient Orbiter.craft	1010 KB	04/29/2016	elthore
probe launcher3c.craft	628 KB	04/29/2016	elthore
Serial-Stage-Gyration.jpg	370 KB	04/29/2016	Renegade
Test-Gyration.craft	227 KB	04/29/2016	Renegade
output_log.txt	516 KB	04/29/2016	Renegade