Kerbal Space Program - Bug #10059

Stable crash in flight on decoupler stage

06/26/2016 08:14 PM - gamerprogrammer

Status:	Closed		**Start date:**	06/26/2016
Severity:	Low		**% Done:**	100%
Assignee:				
Category:	Gameplay			
Target version:	1.2.0			
Version:	1.1.3		**Language:**	English (US)
Platform:	OSX		**Mod Related:**	No
Expansion:				

Description

Steps to reproduce:
1. Launch craft.
2. Press [space] (engine stage)
3. Press [space] (decoupler stage)
4. Crash

I've attached some files. Hope it helps.

Environment:

Vanilla game from Steam (no mods)

OSX 10.11.4 (15E65)

```
Model Name:    MacBook Pro
  Model Identifier:    MacBookPro11,2
  Processor Name:    Intel Core i7
  Processor Speed:    2.2 GHz
  Number of Processors:    1
  Total Number of Cores:    4
  L2 Cache (per Core):    256 KB
  L3 Cache:    6 MB
  Memory:    16 GB
```

History

#1 - 06/26/2016 09:12 PM - gamerprogrammer

- File DecouplingCrash.craft added

- File DecouplingNoCrashQuiteSameCraft.craft added

- File Crash.zip added

I made minimal craft that crashes. Then I reattached unmanned command module and crash gone. I've reattached it to same part.

So the tree of parts should be same, perhaps there is an error in its generation - i've changed root node many times when I was building my craft. Also I used subassemblies.

Craft files are in attachment. Also subassemblies (the problem was in STS-MTUG.craft).

Hope it helps.

#2 - 06/30/2016 03:51 PM - sal_vager

Hi gamerprogrammer, this is a known issue with the TR-38-D decoupler on OSX, though the cause is unknown.

It is the only decoupler with PhysicsSignificance = 1 (turning off physics) to make large craft less wobbly.

Changing this to PhysicsSignificance = 0 will prevent the issue.

You can find this in GameData/Squad/Parts/Structural/Size3Decoupler/part.cfg

#3 - 07/17/2016 11:06 AM - TriggerAu

- Status changed from New to Confirmed

- % Done changed from 0 to 10

#5 - 10/13/2016 12:25 PM - Squelch

- Status changed from Confirmed to Ready to Test

- Target version set to 1.2.0

- % Done changed from 10 to 80

this was addressed and fixed for KSP 1.2

#6 - 11/18/2016 08:07 PM - JPLRepo

- Status changed from Ready to Test to Closed

- % Done changed from 80 to 100

Closing. No response.

Files

Auto-Saved Ship.craft	58.6 KB	06/26/2016	gamerprogrammer
persistent.sfs	1.97 MB	06/26/2016	gamerprogrammer
KSPDecouplerCrash.txt	75.8 KB	06/26/2016	gamerprogrammer
DecouplingCrash.craft	16.6 KB	06/26/2016	gamerprogrammer
DecouplingNoCrashQuiteSameCraft.craft	16.6 KB	06/26/2016	gamerprogrammer
Crash.zip	132 KB	06/26/2016	gamerprogrammer