

Kerbal Space Program - Bug #12171

Gigantor XL Solar Array causes craft to not load at launch

09/22/2016 07:57 PM - sippitous@gmail.com

Status: Closed	Start date:
Severity: High	% Done: 100%
Assignee:	
Category: Parts	
Target version:	
Version: 1.1.3	Language: English (US)
Platform: Windows	Mod Related: No
Expansion:	
Description	
This issue is for the prerelease version 1.2.0.1520 on Windows 64-bit. Clean install. No mods installed.	
When I place a Gigantor solar Array on any craft, it auto deploys in the editor and I don't have the option to retract it. When I proceed to launch the craft from either the VAB or SPH, the screen will delete the craft a split second after the start of the loading process and face the camera skyward. I still have access to the game paused menu, but the game can't load the craft properly. I managed to take a screenshot of the craft with debug menu before it was "deleted" during the loading process.	
XQWIRUt.png X2RIUG2.png ONKNWpK.png	

History

#1 - 09/23/2016 08:48 AM - harryyoung

Can not reproduce in 1523. Gigantor is fully tweakable in VAB and no problems on Spawn either retracted or deployed

#2 - 09/23/2016 07:15 PM - sippitous@gmail.com

harryyoung wrote:

Can not reproduce in 1523. Gigantor is fully tweakable in VAB and no problems on Spawn either retracted or deployed

There is an improvement for me in 1523. I can now load the craft, but it's still not fully tweakable. I made a video this time.

<https://youtu.be/OKBSrSD6XoA>

#3 - 06/17/2019 06:28 PM - Robert.Keech

- Status changed from New to Confirmed

- % Done changed from 0 to 10

Issue no longer occurs

#4 - 06/17/2019 06:28 PM - Robert.Keech

- Start date deleted (09/22/2016)

#5 - 06/17/2019 06:35 PM - Robert.Keech

- Status changed from Confirmed to Updated

#6 - 06/17/2019 06:36 PM - Robert.Keech

- Status changed from Updated to Resolved

- % Done changed from 10 to 100

#7 - 06/17/2019 07:35 PM - chris.fulton

- Status changed from Resolved to Closed

Files

DxDiag.txt

39.6 KB

09/22/2016

sippitous@gmail.com