

Kerbal Space Program - Bug #12854

Engine shroud displaced on reload

10/06/2016 01:29 PM - boolybooly

Status:	Confirmed	Start date:	10/06/2016
Severity:	Normal	% Done:	10%
Assignee:			
Category:	Parts		
Target version:			
Version:	Build 01569	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Making History		

Description

This is the second time it has happened with this ship design (ie second launch), after setting it for an intercept with Minmus I go away and launch other craft then come back to this one and find the engine shroud is displaced and hanging around the decoupler like a hoop.

I include a screeny of the decoupler settings and shroud, but whatever the decouple settings this should not happen and the shroud should stay fixed in line.

History

#1 - 10/08/2016 03:13 AM - wasml

- File screenshot8.png added
- File screenshot10.png added

This has happened once to me

#2 - 10/09/2016 08:30 PM - Lysius

- Status changed from New to Confirmed
- % Done changed from 0 to 10

I have seen this for (at least) the second time now.

When switching to a vessel, its engine shroud was displaced, but still firmly connected to the ship. Quicksave+reload fixed it. So it does very likely not show up in the save.

#3 - 10/16/2016 09:44 PM - TriggerAu

- Project changed from KSP Pre-Release to Kerbal Space Program
- Category changed from Parts to Parts

#5 - 10/17/2016 05:40 PM - sal_vager

- Status changed from Confirmed to Need More Info
- % Done changed from 10 to 0

Hi guys, please reproduce this in the 1.2 release (build 1586) and attach the logs from after it occurs and your save files before and after + craft, thank you.

#6 - 11/01/2016 12:08 PM - boolybooly

- File KSP.log added
- File output_log.txt added
- File bugsave.sfs added
- File Rescue 6P.craft added
- File screenshot180.png added

cup o tea ?

OK here are files from the game while paused after screeny was taken. Included is the launch craft file Rescue 6P.craft fresh from the VAB, KSP.log, output_log.txt from LocalLow in Win7 x64 Ult. Also bugsave.sfs.

Please note the heatshield shroud has also slipped and is covering the TR-18A separator. On return to the tracking station and reload everything was in its proper place.

Hope that helps :)

#7 - 11/29/2016 06:59 PM - jd284

- File screenshot39.jpg added
- Status changed from Need More Info to Confirmed
- % Done changed from 0 to 10

Also confirmed in 1.2.1, no mods.

Reloading isn't necessary to trigger this, just going back to the space center, time warping a bit and then going back to the ship is enough.

The effect is more severe in high Kerbin orbit (see my screenshot) than low Kerbin orbit where it's almost unnoticeable (only moves a few pixels).

Steps that reliably reproduce it for me (64bit KSP 1.2.1.1604 on Linux):

- Launch craft with shroud that stays unstaged (e.g. engine or heat shield)
- Burn to a periapsis between Mun and Minmus
- Go back to tracking station, warp until ship is near periapsis
- Switch to ship, notice misplaced shroud

F5 + F9 fixes it.

Also this issue doesn't happen when the vessel is focussed while warping, only when switching to it after warping.

#8 - 11/30/2016 11:35 AM - Daveroski

I also mentioned this bug in [#13191](#)

#9 - 07/05/2017 04:55 PM - Kerbmav

- File KSP.log added
- File output_log.txt added
- File screenshot364.png added

KSP 1.3.0 heavily modded, but same problem, so uploading logs anyway.

Vessel was launched into LKO and then put onto an intercept with Mun; course changed to enter polar orbit while in Mun SOI.

#10 - 04/18/2018 10:22 PM - boolybooly

- File 20180418231032_1.jpg added
- Expansion Making History added

still happening in v1.4.2.2110

Files

screenshot169.png	877 KB	10/06/2016	boolybooly
screenshot8.png	942 KB	10/08/2016	wasml
screenshot10.png	951 KB	10/08/2016	wasml
KSP.log	215 KB	11/01/2016	boolybooly
output_log.txt	468 KB	11/01/2016	boolybooly
bugsave.sfs	1.36 MB	11/01/2016	boolybooly
Rescue 6P.craft	56.1 KB	11/01/2016	boolybooly
screenshot180.png	922 KB	11/01/2016	boolybooly
screenshot39.jpg	279 KB	11/29/2016	jd284
KSP.log	2.11 MB	07/05/2017	Kerbmav
output_log.txt	3.95 MB	07/05/2017	Kerbmav

screenshot364.png
20180418231032_1.jpg

1.04 MB
213 KB

07/05/2017
04/18/2018

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