

Kerbal Space Program - Bug #13191

Interplanetary Vessel Explosion on Load

11/05/2016 12:51 PM - Daveroski

Status:	New	Start date:	11/05/2016
Severity:	Normal	% Done:	0%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.2.1	Language:	English (US)
Platform:	Linux	Mod Related:	No
Expansion:			

Description

Vanilla KSP 1.2.1 Linux 64

I constructed a vessel by docking parts together.

It is on it's way to lke in Interplanetary space. Kerbol SOI.

Almost each time I go to this vessel an Error is thrown. So far reloading a quicksave has helped.

Usually when I go to the vessel, the camera has to move to the vessel as it is not locked on to the vessel.

The Error "Inertia tensor must be larger than zero in all coordinates." occurs.

Often all cowlis on the vessel are detached and sagging from the axes of the parts they were covering.

As the vessel was built in space, an individual ship-file is not available however my current savegame and two screenshots are attached.

Screenshot of first arrival at scene.

Screenshot of Broken vessel seconds later.

History

#1 - 11/05/2016 12:52 PM - Daveroski

- File *screenshot10.png* added

- File *persistent.sfs* added

Files

screenshot9.png	1.15 MB	11/05/2016	Daveroski
screenshot10.png	1.18 MB	11/05/2016	Daveroski
persistent.sfs	3.17 MB	11/05/2016	Daveroski