

## Kerbal Space Program - Feedback #1618

### Ship destroyed while switching to it in map view

10/23/2013 05:43 PM - Ethanol2

<b>Status:</b>	Duplicate		
<b>Severity:</b>	Low		
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>			
<b>Version:</b>	0.22	<b>Language:</b>	English (US)
<b>Platform:</b>	Any	<b>Mod Related:</b>	No
<b>Expansion:</b>			
<b>Description</b>			
<p>I had a ship in orbit of Gilly carrying about 120 Science at around 5km of altitude going around at 20m/s. I wanted to land on the sunny side and since I was below time warp altitude I switched to a flag I had planted on Duna. I moved the camera to Gilly and warped for a few seconds until I went around the moon then double clicked on the ship in orbit. Suddenly the orbit and ship disappear, Jebediah Kerman shows up as "missing in action".</p> <p>This is the first time it has happened and I haven't been able to re-create it.</p>			
<b>Related issues:</b>			
Related to Kerbal Space Program - Feedback #3568: Ship Vanished in Orbit Arou...		<b>Needs Clarification</b> 05/2014	
Related to Kerbal Space Program - Feedback #3569: Eva Camera in Gilly Orbit		<b>Needs Clarification</b> 05/2014	

#### History

##### #1 - 10/25/2013 09:50 AM - hermes47

- Status changed from New to Need More Info

Need more info, such as logs and reproduction methods. Though annoying, one off occurrences aren't helpful in terms of fixing issues.

##### #2 - 10/26/2013 04:57 AM - boolybooly

I can confirm this in 0.22 I have had 2 craft lose parts on load already, one lost so many it looked like it exploded.

Unfortunately on F9 and reload they load perfectly well, there is no way to reproduce this bug, I have been trying with the similar lander legs bug for a couple of versions now, where the lander legs appear to acquire a torsional stress and fly off when the craft loads with legs extended. This bug is similar, parts just shear off and float away as though the craft is twisting in mid materialisation and acquiring a new orientation when half the parts are already in place using a different orientation.

So if you have nothing of value to add to the bug report why dont you go and try to replicate it yourself and provide the logs :)

##### #3 - 09/05/2014 09:17 AM - Squelch

This issue may have been resolved in recent updates. Due to its age and lack of follow up, it will be closed.

Please open a new issue if you feel this needs further attention.

##### #4 - 11/26/2014 11:28 AM - Squelch

- Category changed from Bug Tracker to Gameplay

It would seem that this does occur occasionally, and can still happen according to recent duplicate reports.

However, without a log of the session that the ship disappearance happens in, and the random nature of reproduction, it is very hard to proceed with pinpointing the cause.

Common factors in the reports are switching to or loading a ship that is in orbit around Gilly.

Please provide a log file or better still, a savegame.

##### #5 - 11/26/2014 01:10 PM - Squelch

- Tracker changed from Bug to Feedback

- *Status changed from Need More Info to Closed*

- *% Done changed from 0 to 100*

Without more information, and in lieu of the many updates since this was raised, I'll mark this as feedback, and close.

Leaving referenced. See comments in related/most recent issue.

**#6 - 11/26/2014 01:14 PM - Squelch**

- *Status changed from Closed to Duplicate*