

Kerbal Space Program - Bug #16398

Crafts/Objects in the Island Runway's Hangars are being moved up on load or physics range into the roof and explode most of the time.

11/02/2017 11:54 PM - Anth12

Status:	Closed	Start date:	11/03/2017
Severity:	High	% Done:	100%
Assignee:			
Category:	Physics		
Target version:			
Version:	1.4.1	Language:	English (US)
Platform:	Linux, Windows	Mod Related:	No
Expansion:	Core Game, Making History		

Description

GOG 1.3.0.1804 64bit Clean Install (Stock)
Steam 1.3.1.1891 64bit Clean Install (Stock)

Anything that is parked in the hangar or is just an object of some sort like debris moves up approximately 21 metres into the air into the middle of the roof and will explode unless their impact tolerance is high in the following situations:

1. When moving into range of anything inside the hangar (within 200m)
2. Loading the craft via a quicksave.
3. Loading from the Tracking station.

If part of the craft is lucky it will end up on top of the roof.

This Does NOT happen in 1.3.0

This is NOT related to wheel issues.

Save File is a Quick Save that has a plane just outside the hangar.

To reproduce:

1. Load Hangar Test.sfs
2. Move plane inside hangar
3. Quick Save
4. Load Quick Save

To test without the wheels just retract them before quick saving.

Related issues:

Related to Kerbal Space Program - Bug #16090: Related to prerelease bug #1579...	Closed	10/08/2017
Related to Kerbal Space Program - Bug #16159: Surface collisions on physics s...	Closed	10/13/2017

History

#1 - 11/06/2017 10:33 AM - Technicalfool

- Status changed from New to Confirmed

- % Done changed from 0 to 10

- Platform Linux added

#2 - 11/06/2017 10:35 AM - Technicalfool

Reproduced reliably in Win/Linux by flying an Aeris 3A over to the hangar, going to KSC and returning to the craft from there.

#3 - 11/06/2017 10:43 AM - Technicalfool

- Related to Bug #16090: Related to prerelease bug #15796 Non-active vessels jumping on load still happening on 1.3.1 added

#5 - 11/06/2017 02:48 PM - Technicalfool

- Related to Bug #16159: Surface collisions on physics start added

#6 - 03/17/2018 08:57 PM - Anth12

- File screenshot8.png added

- Version changed from 1.3.1 to 1.4.1

- Expansion Core Game, Making History added

GOG 1.4.1

Steam 1.4.1 MH

This is fixed...

#7 - 03/19/2018 01:41 PM - Squelch

- Status changed from Confirmed to Resolved

- % Done changed from 10 to 100

Thanks for the information. Marking as resolved.

#8 - 03/19/2018 01:41 PM - Squelch

- Status changed from Resolved to Closed

Files

Hangar Test.sfs	63.2 KB	11/02/2017	Anth12
screenshot8.png	1.6 MB	03/17/2018	Anth12