

Kerbal Space Program - Feedback #17701

Changing between crafts in atmosphere.

03/01/2018 09:27 PM - StoryboardCreativity

Status:	New		
Severity:	Normal		
Assignee:			
Category:	Physics		
Target version:			
Version:	Not Applicable	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

DESCRIPTION:

Issue becomes when you try to control two ships. Controlling two ships makes you to change between them. When you use timewarp (1-st - old bug, I think, that everybody knows it) ships can intersect each other (and when you enable normal timescale it does BABAH!!!). But other bug - when you use timewarp (with physics enabled - from 2x to 4x) and skip some time, distance between ships grows. And in one moment you lose possibility to change between ships by keys "[" and "]". And you can say, that it's not a bug - it's a feature. Butt...

...But what can happen when we do it in atmosphere? Just imagine - you play with contract to take some guests to any point on Kerbin. And you build a ship, that can detach all cockpits when you become to descend (for example, your ship takes 3-4 persons => 3-4 cockpits). And when you enter an atmosphere, you detach all cockpits and watch every cockpit in order. Because of different speed cockpits fly in different directions. And in moment, when you need to open parachutes, you can't take your cockpit under control (because it's far away)! But even if you could open parachutes before you lost control of your cockpits, when you lose control of them, parachutes will be disabled (OR THIS PART EVEN WILL BE DELETED AS A GARBAGE OR AS "BROKEN TO KERBIN" WITH A KERBONAUT ON BOARD - BYE-BYE JEB, RIP).

This bug has been making my butt blow up for ages (from very old versions). But nobody fixed it, and I decided to write about it here.

HOW TO REPLICATE:

1. Make a ship with 2 or more cockpits (with parachutes), that can be detached
2. Fly to suborbital/orbital trajectory
3. On entering the atmosphere detach your cockpits
[3.1 - optional]. Open parachutes
4. Wait, when distance becomes too big for physics
5. See the magic, when one of your parts becomes a garbage and game deletes it from map, making your kerbonaut dead

Sorry for my bad English, I'm from Russia.

History

#1 - 05/01/2018 02:45 PM - bewing

- Tracker changed from Bug to Feedback
- Severity changed from High to Normal
- Expansion Core Game added

It is not possible for the game to do full physics modeling of all craft in the solar system. It would take too much RAM and CPU. There have to be limits. The limit is the physics bubble. If you want your physics bubble bigger, you can modify it yourself in your physics.cfg file (at the bottom). But if you modify it, then you either need to play your game to take that bigger physics bubble into account, or you will need to accept that your game will run slower.

Additionally, physics warp is dangerous. You are not supposed to use it unless you fully accept the dangers that go with it.

#2 - 05/01/2018 04:24 PM - jclovis3

At the very least though, I would like to see that any part with a parachute active before separating should be preserved in its own physics bubble until it comes to rest and is "stable" for at least 5 seconds. This would allow us to preserve and recover some early stage separation like NASA did with the early Space Shuttle missions where the boosters would parachute down. Also, now that we have Kerbal personal parachutes, we'll want to be able to

"abandon ship" and allow each of them to fly separately and safely to the ground without user control over every one of them.

#3 - 07/17/2018 12:49 PM - StoryboardCreativity

jcloviss3 wrote:

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But, maybe, is it possible to make a list with ships and distances to them with ability to choose, what of them will be physically-updated? It should solve this problem.