

Kerbal Space Program - Bug #18043

Making History instant mission failure with large rocket

03/14/2018 05:54 PM - furrykef

Status:	Closed	Start date:	03/14/2018
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Physics		
Target version:	1.4.3		
Version:	1.4.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Making History		

Description

I was doing the third part of the mission Dawn of the Space Age. I was supposed to construct a rocket that could orbit Kerbin. The mission required me to make a 30t rocket (why??) and so I wound up making a really long rocket (which I've attached to this report). When I put it on the launch pad, it immediately bounced up, then when it landed back on the pad I got a mission failure. I never even got to turn on the engine.

I'm using the 64-bit Windows build of the game.

Note: I can't find an appropriate category to file this bug under. There's no "Missions" or "Making History" category.

History

#1 - 03/14/2018 06:39 PM - MechBFP

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

I can confirm I also ran into this same issue. Any craft bouncing on the launch pad will do this in this mission. I am not sure about other missions though.

#3 - 03/27/2018 02:41 PM - Squelch

- Status changed from Confirmed to Being Worked On
- % Done changed from 10 to 30

#4 - 03/28/2018 08:20 AM - jclovis3

- File Jebnik 1 stands fine.png added
- Category changed from Gameplay to Physics

It might just be an issue with the new launch pad and not the mission or the ship. The first time I loaded your ship in the Sandbox, there was no problem at the KSP. I then ran the mission and when I got to the 3rd part like you mentioned, I imported your ship. The mission detail said it required 2 stages and it had that, but it wasn't recognized until I picked up one of the icons from in the staging area and put it back. Once the requirements were satisfied, I launched the mission and found it to sit steadily on the launch pad. The only difference is that I have the difficulty setting to make buildings indestructible, so I wouldn't have any more problems with the launch pad collapsing under a huge ship. So you might be having a difficulty with the stability of the launch pad as a destructable object.

I will say this however. Your ship will not get off the ground because the engines you have chosen are not strong enough.

#5 - 04/26/2018 10:43 PM - Squelch

- Status changed from Being Worked On to Ready to Test
- Target version set to 1.4.3
- % Done changed from 30 to 80

Vessel placement at mission start has been improved to help avoid this.

#6 - 07/24/2019 11:57 PM - chris.fulton

- Status changed from Ready to Test to Resolved

- % Done changed from 80 to 100

#7 - 07/24/2019 11:57 PM - chris.fulton

- Status changed from Resolved to Closed

Files

Jebnik 1.craft	26.4 KB	03/14/2018	furrykef
Jebnik 1 stands fine.png	1.04 MB	03/28/2018	jcloviss3