

Kerbal Space Program - Bug #18108

Loading in above initial altitude

03/18/2018 02:59 AM - Jungfaha

Status:	Ready to Test	Start date:	03/18/2018
Severity:	Normal	% Done:	80%
Assignee:			
Category:	Gameplay		
Target version:	1.12.0		
Version:	1.4.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

Resuming last save causes previously landed rover to crash into ground upon entering it via tracking station.

misc.

Settings: Terrain detail set to: LOW

Steps:

- started new game in career mode.
- Made a rover & launched it from Island airfield. Drove rover approx 300 - 400m south of Control Tower.
- Quick Saved my rover: 0m/s & altitude of **173m**. <https://i.imgur.com/U7zizRU.png>
- turned off game via normal menu path
- had lunch irl
- got back on pc and loaded KSP
- Pressed "Start Game", → "Resume Saved", → "save file name", → (now in KSC) moved camera over to south east direction to island airfield, → saw my lil "Blue Rover mk2" **ICON** (upside down tear drop style), → clicked on the icon, → menue popped up, → Clicked on "Fly", → loaded in, → i see rover at altitude 279m, → falling, → exploding upon impact.

I'll be supplying a zip with the save data of this.

starting game with low terrain settings and then loading back in with the same initial settings force changes the initial altitude value of the craft.

Other:

Thread on steam forums.

<http://steamcommunity.com/app/220200/discussions/0/2949168687317001711/?tscn=1521339208>

Sincerely, Respectfully, Regards.

P.s. this is my 1st time doing a bug report I hope to be of service.

History

#1 - 03/18/2018 03:04 AM - Jungfaha

- Expansion Making History added

This happens with or without making history.

#2 - 03/18/2018 03:14 AM - maculator

Doesn't happen on default or high terrain settings, but I can confirm it happens on low. Tested it in the same location.

#3 - 03/18/2018 04:19 AM - mogwie

maculator wrote:

Doesn't happen on default or high terrain settings, but I can confirm it happens on low. Tested it in the same location.

CONFIRMED

#4 - 03/19/2018 03:30 AM - Jungfaha

- Status changed from New to Confirmed

- % Done changed from 0 to 10

#5 - 03/19/2018 07:58 AM - Jungfaha

WHen loading the save pls use lowest terrain setting.

#6 - 03/19/2018 02:06 PM - Technicalfool

- Severity changed from Low to Normal

#7 - 03/19/2018 02:07 PM - Technicalfool

- Status changed from Confirmed to Investigating

- % Done changed from 10 to 20

Spotted and investigating. Also got a pretty bad NRE flood, though that may be a separate issue.

#9 - 03/19/2018 05:27 PM - YouMomGayLol

Technicalfool wrote:

Spotted and investigating. Also got a pretty bad NRE flood, though that may be a separate issue.

what's an NRE flood?

#10 - 03/19/2018 05:29 PM - Rocgio40

- Expansion deleted (Making History)

It also happens on other planets sun as the Mun and Minmus

#11 - 03/19/2018 11:46 PM - maculator

In this thread is quite a bit of reasearch going on:

<https://forum.kerbalspaceprogram.com/index.php?topic/169206-131-worldstabilizer-bugfix-for-vessels-bouncing-on-scene-load/&page=4&tab=comments#comment-3328166>

Can confirm it happening 100% on stock install.

#12 - 03/19/2018 11:49 PM - maculator

- File 20180320003454_1.jpg added

- File 20180320003505_1.jpg added

I'd like to contribute a log and proof:

Log:

<https://github.com/maculator/Alles/blob/master/stockKSP>

Pictures in files:

Edit: 100% Stock. fresh install only switched to "low" terrain settings and ticked "fullscreen".

#13 - 03/20/2018 03:13 PM - maculator

Guys I screwed up my fresh install, KER somehow survived...

Here is a truly clean log after a fresh install:

https://github.com/maculator/Alles/blob/master/STOCK_KSP_REALLY

Sorry.

#14 - 04/08/2018 08:20 AM - Jungfaha

same issue in 1.4.2

#15 - 12/23/2018 10:35 PM - Anonymous

This still happens. It is specific to the transition between the island airfield and the surrounding hills.

There may or may not be a row of hills north of that runway, depending on terrain detail.

(In one version, craft parked in the hangars would respawn above the hangar roofs.)

If you park craft outside the Island Airfield, but inside the pocket it carves into the island terrain, there will be trouble on reloading, and you might have to alt-F12 cheat-menu to avoid damage and then park elsewhere.

#18 - 11/24/2019 04:57 AM - Anonymous

We might guess that the new Kerbin terrain had solved this, but no. Craft parked in the transition regions to any hills around the landing areas will spawn above ground on reload.

#19 - 06/24/2021 10:51 PM - victorr

- Status changed from *Investigating* to *Ready to Test*

- Target version set to 1.12.0

- % Done changed from 20 to 80

We have made some changes in this last 1.12.0 release and would like some feedback on this issue. Thanks.

Files

save.rar	306 KB	03/18/2018	Jungfaha
20180320003454_1.jpg	272 KB	03/19/2018	maculator
20180320003505_1.jpg	282 KB	03/19/2018	maculator