

Kerbal Space Program - Bug #18886

Fairing base randomly popping off rocket

05/12/2018 01:19 PM - ShadowZone

Status:	New	Start date:	05/12/2018
Severity:	Low	% Done:	0%
Assignee:			
Category:	Parts		
Target version:			
Version:	1.4.3	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game, Making History		

Description

For no apparent reason, fairings keep popping off my rocket.

It ascends totally fine. 8800 tons of vehicle and around 800 parts, no problem. But as soon as I am in space and timewarp or quickload or sometimes just wait a few seconds, the fairing pops off.

These parts are in the game since 2015! Why are they still not working correctly?

History

#1 - 05/12/2018 05:52 PM - jclovis3

Are your fairings actually coming off or is it just a graphic glitch? Try quick save and quick reload to see if its back on. I've been seeing the cover on engine shells actually move out of place during warp and they are usually fixed with a quick reload. Sometimes, just loading in on the ship can result in them showing up out of place. It's been kind of random for me to be able to identify a way to reproduce for certain.

#2 - 05/12/2018 05:55 PM - ShadowZone

- Subject changed from Fairing randomly popping off rocket to Fairing base randomly popping off rocket

#3 - 05/12/2018 05:56 PM - ShadowZone

jclovis3 wrote:

Are your fairings actually coming off or is it just a graphic glitch? Try quick save and quick reload to see if its back on. I've been seeing the cover on engine shells actually move out of place during warp and they are usually fixed with a quick reload. Sometimes, just loading in on the ship can result in them showing up out of place. It's been kind of random for me to be able to identify a way to reproduce for certain.

I might not have been clear enough: it's the fairing base that's coming off. The ship's stack of parts is basically coming undone. No graphical glitch here, the part with the fairing is physically moving away from the rest of the ship and I also lose all stages that are left in the separated part.

#4 - 05/12/2018 06:33 PM - jclovis3

- File EP-50 engine plate shifted.png added

Here is an example of what I am talking about. I just loaded this from a mission check point and it was all out of place. Each time I reload from a quick save, it's still out of place. It will still jettison when I stage it, so I'm not worried about it that much.

#5 - 05/12/2018 07:17 PM - ShadowZone

jclovis3 wrote:

Here is an example of what I am talking about. I just loaded this from a mission check point and it was all out of place. Each time I reload from a quick save, it's still out of place. It will still jettison when I stage it, so I'm not worried about it that much.

As I said earlier, what you describe is something completely different to my problem - if you haven't already you should submit a separate bug report.

Files

fairing-pop.PNG	211 KB	05/12/2018	ShadowZone
Eve 3.craft	2.08 MB	05/12/2018	ShadowZone
quicksave.sfs	3.58 MB	05/12/2018	ShadowZone

