

Kerbal Space Program - Bug #19190

Ship explodes when spawning on water surface

06/09/2018 12:09 PM - Klapaucius

Status:	New	Start date:	06/09/2018
Severity:	Low	% Done:	0%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.4.3	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Making History		

Description

I was experimenting with building a hydrofoil from a stock Stearwing. The first time I tested it in the water, no problem. I added some additional fins underwater, and on subsequent tests, the ship immediately exploded. I tried deleted fins, changing wing angles, etc. but the ship continues to explode.

I'm on a 64 bit version of Windows 7. I am currently not running any mods. I have recorded a video of the problem:

<https://youtu.be/Pj5LCV5xUrA>

sMyKbxV
XBQdQGx

History

#1 - 06/09/2018 02:38 PM - jclovis3

- Subject changed from Ship explodes when testing mission in Mission Builder to Ship explodes when spawning on water surface

I'm changing the subject because I've seen this with craft that do well to run on the water, but in the Mission Builder, if you spawn on the surface of the water, the ship will explode. It shouldn't do this, obviously, and I think the physics engine is looking to settle it on land but can't find it.

Files

Stearwing A300-Hydrofoil.craft	138 KB	06/09/2018	Klapaucius
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