

Kerbal Space Program - Bug #19373

undocking bug

07/06/2018 10:15 PM - meirumeiru

Status:	Closed	Start date:	07/06/2018
Severity:	Low	% Done:	100%
Assignee:			
Category:	Physics		
Target version:			
Version:	1.4.4	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

after docking my 2 ships (the 2 mini-ships on top of the vessel I added), then saving and reloading, I cannot undock anymore... first I get a NullReferenceException and then when I retry it, I get a stack overflow... from then on the game behaves weird and... when you switch to a nearby vessel after the failed undocking and then you come back, the two ships are separated (joint deleted) but still 1 ship... so, 1 ship with 2 separate parts... from now on everything is messed up

reproducible in 5 minutes, tested in 1.4.3 and 1.4.4

(no mods installed... although the .craft file contains such parts, because I reused an old craft file... but the 2 KSP installations I used for my tests were completely new installations)

History

#1 - 07/07/2018 05:23 PM - meirumeiru

- File quicksave #11.zip added

I know what it is... see the FL-A5 adapter at the end? If you remove it, it works. I made another test. Load the quicksave I attached. Now, if you try to undock, it doesn't work. But if you first decouple the FL-A5 adapter at the end of one ship, then you can undock without problems (or, at least it seems to work without problems for me) ...

#2 - 07/03/2019 10:38 PM - Robert.Keech

- Status changed from New to Updated

- % Done changed from 0 to 10

Issue no longer occurs

#3 - 07/03/2019 10:41 PM - Robert.Keech

- Status changed from Updated to Resolved

- % Done changed from 10 to 100

#4 - 07/08/2019 04:26 PM - chris.fulton

- Status changed from Resolved to Closed

Files

_test.craft	89.1 KB	07/06/2018	meirumeiru
quicksave #11.zip	25.9 KB	07/07/2018	meirumeiru