

Kerbal Space Program - Bug #21142

SM-25: Quicksave when Enable Cutaway = On causes errors in colliders

02/03/2019 04:53 AM - Anonymous

Status:	Closed	Start date:	02/03/2019
Severity:	Low	% Done:	100%
Assignee:	victorr		
Category:	Parts		
Target version:			
Version:	1.6.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Making History		

Description

With the attached craft on the launchpad, set Enable Cutaway = On, Quicksave, and then Quickload.

1) The RCS ports on the walls of the no longer function, and are shielded from drag.

Easy workaround: stage the panels off the Service Module

Long-term workaround: Module Manager patch to let RCS work if shielded from airflow

```
@PART[*]:HAS[@MODULE[ModuleRCSFX]] { @MODULE[ModuleRCSFX] { %shieldedCanThrust = True }}
```

2) Upon turning Enable Cutaway back off, any parts placed as children of parts attached to internal nodes suffer a collision with the SM-25

History

#1 - 11/07/2019 09:51 PM - victorr

- Status changed from New to Need More Info

- Assignee set to victorr

We've made some changes in the most recent updates and would like some feedback on this issue. Thank.s

#2 - 02/12/2020 01:12 AM - Anonymous

- Status changed from Need More Info to Updated

- % Done changed from 0 to 10

In version 1.8.1, both problems (1) and (2) in the original report are resolved.

#3 - 03/06/2020 01:00 PM - Robert.Keech

- Status changed from Updated to Resolved

- % Done changed from 10 to 100

#4 - 03/13/2020 11:39 PM - chris.fulton

- Status changed from Resolved to Closed

Files

ServiceModule.craft	24.3 KB	02/03/2019	Anonymous
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