

Kerbal Space Program - Bug #21343

1.4.5 to 1.6.1 After docking the craft will move away from the planet. Other crafts do not move.

02/24/2019 02:38 AM - Anth12

Status:	New	Start date:	02/24/2019
Severity:	Low	% Done:	0%
Assignee:			
Category:	Physics		
Target version:			
Version:	1.6.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

1.4.0 KSP, 1.4.1 KSP, 1.4.2 KSP, 1.4.3 KSP, 1.4.4 KSP, 1.4.5 KSP, 1.5.1 KSP, 1.6.1 KSP, 1.6.1 KSP + MH
Windows 10

Issue:

From version 1.4.5 the following happens:

When one ship docks with another one in orbit, it moves out from the planet (not radial I dont think) .

The speed varies according to orbit, and planet.

Problem for players:

1. Having multiple crafts in a scene and one docks, then the player will have to go and chase the other ship/s thinking the other ships have all flown away.
2. After docking the ship can smash into another one.

Work Around: None

The following video shows the problem:

<https://www.youtube.com/watch?v=HJZfV70CE3U>

Attached files:

Station 4: created in 1.4.5 from the video

1_4_5 quicksave is also from the video

Credits:

I2ocket on twitch who found his other ships were wanting to crash into each other after docking and showed it happening on stream

History

#1 - 02/24/2019 06:04 PM - Anth12

The First Video was using 1.4.5

This video is showing the same thing in 1.6.1

<https://youtu.be/tXcNPpVb8Lg>

Files

Station 4.craft	69.2 KB	02/24/2019	Anth12
1_4_5 quicksave.sfs	109 KB	02/24/2019	Anth12