

Kerbal Space Program - Bug #21434

Deployable parts don't always launch at frame 0 of their animation

03/04/2019 06:35 AM - ancassid

Status:	Confirmed	Start date:	03/04/2019
Severity:	Low	% Done:	10%
Assignee:	just_jim		
Category:	Parts		
Target version:			
Version:	1.6.1	Language:	Deutsch (German), English (US)
Platform:	OSX, Windows	Mod Related:	No
Expansion:	Core Game		

Description

Deployable parts like antennas do not always launch in frame 0 of their animation, causing them to be in odd positions at launch. This is fixed by extending and retracting the part on parts that allow it, or by reverting to launch or loading a quick save, and can be masked by adding a few frames of visual silence to the animation when making a part (if modding). The stock part this is most apparent in is the HG-5, which sometimes has about a 5° angle when on the launch pad. Attached are screenshots showing a pair of antennas before and after one of the two has been extended and retracted.

History

#1 - 11/08/2019 08:12 PM - victorr

- File Antena angle deployment 2.png added
- File Antena angle deployment.png added
- Status changed from New to Need More Info
- Assignee set to victorr

Thanks for the report. We've made some changes in the recent updates to the game and would like some feedback. Thanks.

#2 - 07/07/2020 12:04 AM - ancassid

I've confirmed this is still present in 1.10

#3 - 12/18/2020 07:53 PM - ancassid

- Status changed from Need More Info to Confirmed
- % Done changed from 0 to 10

#5 - 01/07/2021 07:50 PM - just_jim

- Assignee changed from victorr to just_jim

#6 - 01/17/2021 04:19 AM - ancassid

This is still present in KSP 1.11

#7 - 01/17/2021 06:37 PM - Rakete

I think it correlates to <https://bugs.kerbalspaceprogram.com/issues/26879>

#8 - 01/17/2021 06:37 PM - Rakete

- Platform Windows added
- Language Deutsch (German) added

#9 - 02/01/2021 09:08 PM - Rakete

Not fixed in 1.11.1.

#10 - 02/06/2021 11:26 PM - Rakete

Correlating Issue updated with new evidence photos, taken on Version 1.11.1:

#11 - 02/09/2021 09:34 PM - Rakete

- File *Halfway opened Solarpanels.JPG* added

Also applies to solarpanels, which start not at position 0 of their deployment animation.

This occurs everytime you load a vehicle with retracted solarpanels. It makes no difference if you load a vehicle on launchpad with retracted panels or a previously launched vehicle in space with retracted panels.

Please fix.

#12 - 03/17/2021 09:17 PM - Rakete

Still not fixed in 1.11.2

Stopped playing ksp due to these visual immersion breakers.

Files

Screen Shot 2019-03-03 at 8.43.06 PM.png	133 KB	03/04/2019	ancassid
Screen Shot 2019-03-03 at 8.44.16 PM.png	138 KB	03/04/2019	ancassid
Antena angle deployment 2.png	576 KB	11/08/2019	victorr
Antena angle deployment.png	547 KB	11/08/2019	victorr
Halfway opened Solarpanels.JPG	33.1 KB	02/09/2021	Rakete