

Kerbal Space Program - Bug #22241

Parachutes destroyed on quickload and staging in unsafe conditions

05/13/2019 08:21 PM - Kasuha

Status:	Closed	Start date:	05/13/2019
Severity:	Low	% Done:	100%
Assignee:	Robert.Keech		
Category:	Physics		
Target version:	1.9.0		
Version:	1.7.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game, Making History		

Description

Reproduction steps:

1/ Load the attached quicksave. Notice the top parachute on the rocket is immediately destroyed (was staged before quicksaving in unsafe conditions so it remained primed).

Expected behavior: parachutes saved in primed state should not be destroyed on quickload in unsafe conditions and should stay in primed state until conditions meet the deployment settings.

2/ Press Space to stage one of the parachutes on attached booster. Notice the parachute gets primed but does not deploy and is not destroyed.

3/ Press Space again after booster flameout. That stages the other booster's parachute and decouples both boosters from the rocket. Notice the parachute gets destroyed on both boosters.

Expected behavior: parachutes decoupled from main ship, both pre-primed and primed on decoupling, should not be destroyed when decoupled in non-safe conditions and should stay in primed state until conditions meet the deployment settings.

History

#1 - 01/17/2020 03:39 PM - Robert.Keech

- Status changed from New to Confirmed

- % Done changed from 0 to 10

#3 - 01/17/2020 03:42 PM - Robert.Keech

- Assignee set to Robert.Keech

#4 - 02/15/2020 04:54 PM - victorr

- Status changed from Confirmed to Ready to Test

- Target version set to 1.9.0

- % Done changed from 10 to 80

#5 - 02/15/2020 04:55 PM - victorr

We have made changes in this last release and would like your feedback please.

#6 - 02/20/2020 06:23 AM - Anth12

- Status changed from Ready to Test to Resolved

- % Done changed from 80 to 100

Testing the quick save both the top parachute and the ones attached to the side boosters work as intended now on loading. Resolved

#7 - 02/21/2020 01:45 AM - chris.fulton

- Status changed from Resolved to Closed

Files

