

Kerbal Space Program - Bug #22593

Landed craft exploding upon loading in.

05/26/2019 07:37 AM - marethyu997

Status:	Need More Info	Start date:	05/26/2019
Severity:	Low	% Done:	0%
Assignee:			
Category:	Bug Tracker		
Target version:			
Version:	1.7.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Making History		

Description

Simple enough bug, though rather devastating for certain missions. For example, you have a mission that requires an outpost. You have two options, either send it up in chunks, or send the entire thing up and assemble it in orbit before doing a powered landing (or go full kerbal and just stick a bunch of parachute on the blasted thing). Now, for either one of these, you'll have to land on or around the base itself at some point. You fly your ship up there, put it in orbit, and get ready to descend. Everything seems to be going okay, until your target outpost enters physics range. Suddenly you hear a faint explosion, the sound of your outpost spontaneously exploding as it somehow warps/spawns underground. You try to quicksave and load, but the same thing happens.

Now, here's another example. You have a pod that's landed nearby, and instead of just recovering it, you decide to go for a little realism, and send out a rescue craft to pick up your kerbals (this also applies to inter-planetary rescue missions, but this is an interesting one). As soon as you load in (in this case, the craft is about ten clicks out), you hear an explosion. The pod, with the kerbal inside, has just teleported into the ground and detonated, killing the krew.

I don't really know why this is happening, but it needs to be fixed! It's making the game unplayable for me!

History

#1 - 08/05/2019 01:27 PM - Robert.Keech

- Status changed from New to Need More Info

Can you please provide save games with these instances.