

Kerbal Space Program - Bug #22744

Using autostrut on robotic hinges causes random ones to fail

06/02/2019 04:00 PM - purpleivan

Status:	Closed	Start date:	06/02/2019
Severity:	Low	% Done:	100%
Assignee:			
Category:	Parts		
Target version:	1.7.2		
Version:	1.7.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

If autostrut is set to heaviest part, this causes random hinges from the Breaking Ground DLC to fail to operate. The number of hinges effected varies from one scene load to the next, including the use of Return to Launch.

Setting autostrut to disabled allows th hinges to function correctly.

This video shows the manner in which they fail.

<https://www.youtube.com/watch?v=gOE9OT3ueqM>

The included images show the change in which hinges are effected on successive uses of Return to Launch.

The craft file is available here.

<https://kerbalx.com/purpleivan/Amphibio>

History

#1 - 06/13/2019 05:07 PM - nestor

- Status changed from New to Ready to Test

- Target version set to 1.7.2

- % Done changed from 0 to 80

Several autostrut issues were fixed in this update. Please try in 1.7.2

#2 - 02/20/2020 08:55 PM - chris.fulton

- Status changed from Ready to Test to Resolved

- % Done changed from 80 to 100

#3 - 02/20/2020 08:55 PM - chris.fulton

- Status changed from Resolved to Closed

Files

screenshot3.png	3.03 MB	06/02/2019	purpleivan
screenshot4.png	3.08 MB	06/02/2019	purpleivan
screenshot6.png	2.76 MB	06/02/2019	purpleivan
screenshot5.png	3.05 MB	06/02/2019	purpleivan