Kerbal Space Program - Bug #23178

Quicksaving when propellers are rotating causes the blades to be attached at a different angle when loading the quicksave

07/13/2019 03:09 PM - PixelOfLife

Status:	Closed		**Start date:**	07/13/2019
Severity:	Low		**% Done:**	100%
Assignee:				
Category:	Parts			
Target version:				
Version:	1.7.3		**Language:**	English (US)
Platform:	Windows		**Mod Related:**	No
Expansion:	Breaking Ground, Core Game			

Description

If you have a craft that uses the new propeller parts, it seems like quicksaving while the propellers are spinning and then loading the quicksave causes the blades to spawn at a different angle. I don't mean the "deploy" angle, I mean the blade part itself will be attached to the rotor at a different angle. With every subsequent quicksave (with the props spinning) and quickload, the blades get more and more messed up. This doesn't seem to happen if the propellers aren't spinning when the game is saved.

How to reproduce (with the attached .craft file):
1) Set the motors to max power (set the torque to 100% and throttle up)
2) Quicksave with the motors spinning at max RPM (you need to be in the air before you can quicksave)
3) Load the quicksave you just created. Now the blades will no longer line up with the radial axis of the rotor.
4) Go back to 1) and repeat, and the angle of the blades will have changed even more.

The screenshot I've attached was taken after just 2-3 quicksaves/loads. The blades are supposed to point along the rotor's/nosecone's radial axis.

History

#2 - 10/31/2019 05:03 PM - Robert.Keech

- Status changed from Updated to Resolved

- % Done changed from 10 to 100

#3 - 10/31/2019 06:09 PM - chris.fulton

- Status changed from Resolved to Closed

Files

220200_20190713175901_1.png	1.44 MB	07/13/2019		PixelOfLife
Kerbol Impulse.craft	178 KB	07/13/2019		PixelOfLife