

Kerbal Space Program - Bug #24430

Log File complaining that part wasn't in collision count list, causing a large increase in ram use (1gb+)

11/26/2019 11:10 AM - Anth12

Status:	New	Start date:	11/27/2019
Severity:	Low	% Done:	0%
Assignee:			
Category:	Physics		
Target version:			
Version:	1.8.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

KSP 1.8.1 MH + BG

I was testing another bug using radially attached parts in symmetry when on launching a craft close to this design it wobbled out of control and then the ram jumped 4gb on blowing up.

I believe the problem is something to do with what the log file is complaining about when it comes to a part not being a part of the collision count list.

Note this report is only about the memory issue.

How to replicate:
Launch the craft that I have supplied

Files			
Radially Attached Test.craft	3.83 MB	11/26/2019	Anth12
KSP.log	572 KB	11/26/2019	Anth12
screenshot25.png	1.41 MB	11/26/2019	Anth12