

Kerbal Space Program - Bug #24672

(MH) RoveMax M1-F Rover wheels when in folded mode in 1.8.1 will blow and and fall into the terrain

01/21/2020 08:37 AM - Anth12

Status:	Ready to Test	Start date:	01/21/2020
Severity:	Low	% Done:	80%
Assignee:			
Category:	Parts		
Target version:	1.12.0		
Version:	1.8.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Making History		

Description

1.7.3 (no mods)
1.8.1 (no mods)

While testing another bug I found the following for the RoveMax M1-F Rover wheels:

1. If the wheels are folded in **1.7.3** and then saved (F5) and then loaded again (F9) the rover doesn't fall into the terrain/get destroyed
2. If the wheels were folded in **1.7.3** and then saved and then the same quicksave is loaded in **1.8.1** the rover doesn't fall into the terrain/get destroyed but if the wheels are deployed then folded again within **1.8.1** it will fall into the terrain/get destroyed.
3. If the wheels are folded in **1.8.1** and then saved (F5) and then loaded again (F9) the rover falls into the terrain

History

#1 - 01/21/2020 08:47 AM - Anth12

- File Error Type 1.png added
- File Error type 2.png added
- File KSP log error type 1.log added
- File KSP log error type 2.log added

Two types of errors happen, as per the screenshots
Log files are supplied

#2 - 01/23/2020 02:59 AM - abc

I'm not seeing it happen much, trying it with a M1-F version of a space center science rover I recently used to deploy science around KSC. When I deployed that science (in the first of the three central green areas not part of any section closest to the SPH) it was deployed maybe 1/5 of the units under ground. Going back to check that area to test M1-F wheel retraction I noticed that they are now on the ground. I tried retracting the wheels in a few places around KSC and it slightly levitated but did not go under ground. The only time I saw it go underground is the top of the wheel after flipping the rover going too fast around a curve. I tested the science deploy again next to the others and this time they were levitating a bit, as were the previous ones (that I hadn't noticed driving by). The kerbals also levitated slightly; I didn't notice them sinking the last time but maybe they did. It seems like something is changing where is considered ground level and not just restricted to this part.

#4 - 03/05/2020 01:31 AM - James.Bleyle

- Status changed from New to Confirmed
- % Done changed from 0 to 10

Issue confirmed on PC build 2788. Vehicles with RoveMax M1-F Rover Wheels set to "retracted" are destroyed when loading a quicksave in flight mode.

#5 - 07/06/2020 03:16 PM - victorr

- Status changed from Confirmed to Ready to Test
- Target version set to 1.10.0
- % Done changed from 10 to 80

We've made some changes in this latest version and would like some feedback on this issue.

#6 - 07/07/2020 12:43 AM - Anth12

- File screenshot162.png added
- Status changed from Ready to Test to Not Fixed
- % Done changed from 80 to 50

Ok to explain this:

1. If I load the quicksave I supplied with this on 1.10.0 it is all good.
2. If I load the quicksave and then extend and retract the screen/rover starts shaking and if I try to quicksave it complains with "Cannot Quicksave while about to crash"

Nearly there guys, but not quite.

#8 - 06/24/2021 10:42 PM - victorr

- Status changed from Not Fixed to Ready to Test
- % Done changed from 50 to 80

We have made some changes in this last 1.12.0 release and would like some feedback on this issue. Thanks.

#9 - 06/24/2021 10:42 PM - victorr

- Target version changed from 1.10.0 to 1.12.0

#10 - 06/25/2021 03:59 AM - Anth12

Its still shaking when its extended and then retracted when the folded wheels are contacting the ground.

And the game still thinks the craft is about to crash in that position as per my last screenshot.

So not fixed yet

Files

screenshot18.png	1.36 MB	01/21/2020	Anth12
1_7_3 Folded M1-F Quicksave.sfs	58.2 KB	01/21/2020	Anth12
Error Type 1.png	2.61 MB	01/21/2020	Anth12
Error type 2.png	2.33 MB	01/21/2020	Anth12
KSP log error type 1.log	719 KB	01/21/2020	Anth12
KSP log error type 2.log	1.05 MB	01/21/2020	Anth12
screenshot162.png	2.61 MB	07/07/2020	Anth12