

Kerbal Space Program - Bug #24825

Performing fuel transfer causes ship to wobble and then explode.

02/10/2020 11:15 PM - gkajmowi

Status:	Confirmed	Start date:	02/10/2020
Severity:	Low	% Done:	10%
Assignee:	just_jim		
Category:	Physics		
Target version:			
Version:	1.8.1	Language:	English (US)
Platform:	Linux	Mod Related:	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

I have a ship with lots of projections (mini satellites to be launched). It is in need of fuel so I took a refueling ship up and clamped it. Transfer works well, but towards the end it suddenly starts wobbling and then explodes. This is repeatable. Complete reproduction: <https://www.youtube.com/watch?v=qHfxQ906KPU>.

I've included relevant logs and a save-game I think can be used to reproduce. Only mod used is Kerbal Alarm Clock.

History

#1 - 02/12/2020 06:49 AM - Anth12

I posted a bug report for this ages ago...their response was then "dont do it."

The following video is from that bug report

https://youtu.be/mAygo_uF6SU

Its related to autostruts in someway. and it isnt about transferring fuel either. If the tank was simply empty it did the same thing.

#2 - 02/16/2020 01:54 PM - just_jim

- Status changed from New to Confirmed

- % Done changed from 0 to 10

#4 - 02/19/2020 06:46 PM - just_jim

- Assignee set to just_jim

Files

KSP.log	498 KB	02/10/2020	gkajmowi
quicksave.zip	713 KB	02/10/2020	gkajmowi