

Kerbal Space Program - Bug #24884

When Loading in a save, any landing legs will proceed to bounce the landed ship, making the ship uncontrollable, then trying to switch crashes the game.

02/18/2020 03:07 PM - PhotonG

Status:	Need More Info	Start date:	02/18/2020
Severity:	Low	% Done:	0%
Assignee:	Robert.Keech		
Category:	Physics		
Target version:			
Version:	1.9.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game, Making History		
Description			
So it was my first time landing on Duna and I was using a pre-made ship (https://steamcommunity.com/sharedfiles/filedetails/?id=1419772050) and after I landed I saved just in case and I accidentally broke the solar panel so I needed to reload, then coming back, my ship bounced and my game crashed when I tried to switch. Here is my Reddit post with video proof: https://www.reddit.com/r/KerbalSpaceProgram/comments/f3liag/uhhhhhhhhhhhhh_bug_in_19_ship_isnt_mine/			

History

#1 - 02/20/2020 01:26 AM - Anth12

Interesting. so first it does the little hop which is annoying but not unexpected. then it stabilizes and then without any interaction the landing legs lose their springs and just drop onto their minimum limits which causes it to propel into the air?

#2 - 02/20/2020 01:54 AM - Anth12

Can you attach the craft file from the save please? getting it from steam is inconvenient when I do all my testing in a non steam version

#3 - 02/20/2020 02:16 AM - Anth12

- File *S-Laythe Explorer.craft* added

#4 - 02/20/2020 02:16 AM - Anth12

Cant replicate the problem, but it looks familiar.

#5 - 03/18/2020 04:54 PM - Robert.Keech

- Status changed from *New* to *Need More Info*

Hey, so i've been trying to repro the issue but have so far been unable too. If you could provide the affected save file that would be great thanks.

#6 - 03/18/2020 04:54 PM - Robert.Keech

- Assignee set to *Robert.Keech*

Files

S-Laythe Explorer.craft	824 KB	02/20/2020	Anth12
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