Kerbal Space Program - Bug #25243

"Set Position" breaks crafts with robotic parts (or parts attached to robotic parts) if they aren't the craft being teleported that are in the same scene

05/03/2020 04:29 AM - Anth12

Status:	Confirmed	**Start date:**	05/03/2020
Severity:	Normal	**% Done:**	10%
Assignee:	Technicalfool		
Category:	Parts		
Target version:			
Version:	1.9.1	**Language:**	English (US)
Platform:	Linux, Windows	**Mod Related:**	No
Expansion:	Breaking Ground, Core Game		

Description

How to test:

1. Load "Set Position Bug Save.sfs"
2. Look at the crafts beside the runway
2. For the ibeam pocket on the runway change the altitude number to 10 for 'Set Position' (do this before teleporting)
3. Move the ibeam pocket to the Mun
4. Move the ibeam pocket to Kerbin again. (should be back on the runway)
5. Look at the crafts beside the runway

Now you will see that the robotic parts/parts attached to robotic parts have moved permanently
which would break most crafts that this happens to

To make the issue even worse 'Set Positon' to planets further away.

Theory:
The robotic parts are moving due to the center of the universe being at the new location.

Additional:
If robotic parts are doing this, there could be other parts that are also doing this?

History

#1 - 05/03/2020 04:29 AM - Anth12

Last screenshot was a teleport to eeloo

#2 - 06/03/2020 12:35 PM - Technicalfool

- File screenshot19.png added

- Status changed from New to Confirmed

- Assignee set to Technicalfool

- Severity changed from Low to Normal

- % Done changed from 0 to 10

- Platform Linux added

Replicated with a separate test save and craft.

Files

Set Position Bug Save.sfs	1.89 MB	05/03/2020	Anth12
screenshot244.png	2 MB	05/03/2020	Anth12
screenshot245.png	1.78 MB	05/03/2020	Anth12
screenshot19.png	2.56 MB	06/03/2020	Technicalfool