

# Kerbal Space Program - Bug #25660

## Parts enclosed in fairing do not decouple

07/01/2020 04:03 PM - NerdCM

<b>Status:</b>	Resolved	<b>Start date:</b>	07/01/2020
<b>Severity:</b>	Low	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Fairings		
<b>Target version:</b>			
<b>Version:</b>	1.10.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

### Description

When parts enclosed in an open fairing are decoupled, the fairing does not let go of them and they instead remain bound to the fairing until the fairing is deployed.

Video: <https://youtu.be/NPkZp2IWzTQ>

### History

#### #1 - 07/01/2020 04:48 PM - RafaHdz

- Status changed from New to Confirmed

- % Done changed from 0 to 10

#### #2 - 07/01/2020 05:45 PM - RafaHdz

- Version changed from Not Applicable to 1.10.0

#### #3 - 07/01/2020 11:58 PM - NerdCM

- Description updated

#### #5 - 07/06/2020 06:28 AM - Anonymous

A very similar bug appeared in version 1.7, when we closed a fairing around a part that would decouple, to be an interstage fairing

The workarounds for that bug might help here:

- (1) while still in the VAB, choose a part that stays attached to the fairing base to be the 'root' part,
- (2) quicksave/quickload or switch to a distant craft and back to free the parts

#### #6 - 07/06/2020 10:18 PM - ShadowZone

- File *fairing-decoupler-test.craft* added

- File *Duna Sample Return Ascent Rocket.craft* added

I encountered the same thing.

When in space and time warping, vehicles will separate and appear to be two vehicles. However, when time warp stops, the vehicle explodes violently.

It seems like the game only "half" decouples, refusing control over the decoupled part and switching the PAW to just "aim camera" but physics still treats it as the same vehicle - except time warp, resulting in destruction.

#### Video 1: Illustrating multiple configurations with varying results:

<https://www.youtube.com/watch?v=L8jMpTTnUY>

0:07 Decouple ok

0:14 Decouple not ok. Fairing deploys, decoupler effective

0:24 Decoupler turned the other way. Same problem

0:35 Fuel tank instead of ore tank. Same problem

0:46 Fairing tractor works

0:54 Fairing tractor works only when fairing deployed

1:01 Fairing tractor does not work. Fairing deploys, decoupler effective

#### Video 2: Illustrates "timewarp after decoupling" problem

<https://www.youtube.com/watch?v=Zq4mWCVJXA8>

**Two craft attached:**

fairing-decoupler-test: a variety of fairing/decoupler tests to illustrate the problem (see video 1)  
Duna Sample Return Ascent Rocket: An SLS replica using open ended fairings as interstage (see video 2)

**#7 - 07/28/2020 07:17 PM - dok\_377**

1.10.1 did not fix this issue. Why do we have hollow fairing as an option if it doesn't work properly?

**#8 - 07/28/2020 09:18 PM - ShadowZone**

dok\_377 wrote:

1.10.1 did not fix this issue. Why do we have hollow fairing as an option if it doesn't work properly?

Confirmed to still be a problem, unfortunately.

**#9 - 12/24/2020 05:41 PM - NerdCM**

ShadowZone wrote:

dok\_377 wrote:

1.10.1 did not fix this issue. Why do we have hollow fairing as an option if it doesn't work properly?

Confirmed to still be a problem, unfortunately.

1.11 seems to have fixed it.

**#10 - 01/29/2021 09:21 AM - dok\_377**

NerdCM wrote:

ShadowZone wrote:

dok\_377 wrote:

1.10.1 did not fix this issue. Why do we have hollow fairing as an option if it doesn't work properly?

Confirmed to still be a problem, unfortunately.

1.11 seems to have fixed it.

Indeed.

**#11 - 03/23/2021 05:02 PM - victorr**

- Status changed from Confirmed to Resolved

- % Done changed from 10 to 100

**Files**

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fairing-decoupler-test.craft	180 KB	07/06/2020	ShadowZone
Duna Sample Return Ascent Rocket.craft	1.41 MB	07/06/2020	ShadowZone