

Kerbal Space Program - Bug #25674

Some variants of the RFP flags have their colliders enabled in flight.

07/02/2020 11:32 AM - dok_377

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|------------------------|-----------|---------------------|--------------|
| Status: | Confirmed | Start date: | 07/02/2020 |
| Severity: | Low | % Done: | 10% |
| Assignee: | RafaHdz | | |
| Category: | Parts | | |
| Target version: | | | |
| Version: | 1.10.0 | Language: | English (US) |
| Platform: | Windows | Mod Related: | No |
| Expansion: | Core Game | | |

Description

The RFP-F flag and any sized curved flags in the landscape orientation have their colliders enabled in flight, but only if you choose the maximum flag size.

Here's how to reproduce this:

1. Take any curved flag in the portrait orientation and make a simple craft from the screenshot №1 (or you can take mine. I will attach it below), so the flags will go through the ground when you spawn it.

You can choose literally any size of the curved flag (from RFP-0 to RFP-4), as long as it stays in the portrait orientation. Launch the craft and observe its behavior. Any flag size and variant you choose, **it goes through the ground, as expected**. And it also will not collide with any other parts or kerbals in flight. **As expected**.

2. Now, take the same craft (or take the second attached one) and change the orientation of the flag to landscape and set it to the maximum size if you didn't already, as shown on the screenshot №2. Launch it and observe. It will spawn **standing on the flags, because now they have colliders in flight**.

This happens with the curved flags only in the landscape orientation and only when the maximum size variant is enabled.

3. Let's move to the flat flags. You can take the same craft and replace the flags on it to the RFP-F ones, as shown on the screenshot №3. The same steps apply. Make the flags large, launch the craft and look.

Flags go through the ground and will not collide with anything.

4. Change the flag size to Huge (the maximum size variant), launch the craft and watch. **It will stand on the flags as well**.

History

#1 - 07/02/2020 11:32 AM - dok_377

- File Flat Flag Huge.craft added

- File Flat Flag Large.craft added

#2 - 07/02/2020 11:40 AM - dok_377

- File Flag Colliders Demo.craft added

- File 2020-07-02_143112.png added

- File 2020-07-02_143142.png added

I also created this demo craft to show the behavior in detail. Just launch it, press space and look at the decouplers.

#3 - 07/02/2020 02:54 PM - dok_377

- Subject changed from *Some variants of the RPF flags have their colliders enabled in flight.* to *Some variants of the RFP flags have their colliders enabled in flight.*

- Description updated

#5 - 07/08/2020 05:25 PM - victorr

- Status changed from *New* to *Confirmed*

- Assignee set to RafaHdz

- % Done changed from 0 to 10

#6 - 12/18/2020 06:58 PM - dok_377

Apparently this wasn't a bug after all. In 1.11 all flags have colliders, it's in the changelog.

Files

| | | | |
|--------------------------------------|---------|------------|---------|
| 2020-07-02_135901.png | 808 KB | 07/02/2020 | dok_377 |
| 2020-07-02_140017.png | 498 KB | 07/02/2020 | dok_377 |
| 2020-07-02_140357.png | 752 KB | 07/02/2020 | dok_377 |
| 2020-07-02_140444.png | 650 KB | 07/02/2020 | dok_377 |
| 2020-07-02_141459.png | 548 KB | 07/02/2020 | dok_377 |
| 2020-07-02_141536.png | 615 KB | 07/02/2020 | dok_377 |
| 2020-07-02_141620.png | 579 KB | 07/02/2020 | dok_377 |
| 2020-07-02_141639.png | 694 KB | 07/02/2020 | dok_377 |
| Curved Flag Max Size Portrait.craft | 9.4 KB | 07/02/2020 | dok_377 |
| Curved Flag Max Size Landscape.craft | 9.41 KB | 07/02/2020 | dok_377 |
| Flat Flag Large.craft | 8.73 KB | 07/02/2020 | dok_377 |
| Flat Flag Huge.craft | 8.73 KB | 07/02/2020 | dok_377 |
| Flag Colliders Demo.craft | 76.2 KB | 07/02/2020 | dok_377 |
| 2020-07-02_143142.png | 952 KB | 07/02/2020 | dok_377 |
| 2020-07-02_143112.png | 1.15 MB | 07/02/2020 | dok_377 |