Kerbal Space Program - Bug #25715

Grabbing Unit/Claw and asteroid with unlocked pivot and piston stabilized mini-claws causes crash

07/06/2020 03:16 AM - Technophant

Status:	Confirmed		**Start date:**	07/06/2020
Severity:	Low		**% Done:**	10%
Assignee:				
Category:	Parts			
Target version:				
Version:	1.10.0		**Language:**	English (US)
Platform:	Windows		**Mod Related:**	No
Expansion:	Breaking Ground, Core Game, Making History			

Description

Docked with this asteroid, pressed gear which toggles the pistons and arm/disarm mini-claws and this weirdness happened. Second time it caused a crash.

Gear action group toggles arming claws and piston extension.
21:22:16 in log

[[https://youtu.be/1lcuZ2Y-32Y?t=152]]

This is a new design so I'm going to need to tweak things.

History

#1 - 07/06/2020 03:20 AM - Technophant

Find and fly Asteroid Miner 2, orbiting sun MET 41day.

Only mod is EVE.

#2 - 07/08/2020 05:26 PM - victorr

- Status changed from New to Confirmed

- % Done changed from 0 to 10

Files

KSP.log	2.52 MB	07/06/2020		Technophant
persistent.zip	486 KB	07/06/2020		Technophant
Asteroid Miner 2.craft	370 KB	07/06/2020		Technophant