

Kerbal Space Program - Bug #25726

Decoupler in open ended fairing not working

07/06/2020 10:10 PM - ShadowZone

Status:	Moot	Start date:	07/06/2020
Severity:	Low	% Done:	0%
Assignee:			
Category:	Fairings		
Target version:			
Version:	1.10.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

When using open ended fairings, decouplers in some configurations refuse to decouple until the fairing is deployed. 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 treat 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=La8jMpTTnUY>

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)

History

#1 - 07/06/2020 10:19 PM - ShadowZone

- Status changed from New to Moot

Stupid me.
I should have browsed the "open" bugs for 1.10.0

This is a duplicate of <https://bugs.kerbalspaceprogram.com/issues/25660>

Sorry for the inconvenience.

Files

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