Kerbal Space Program - Bug #26858

BZ-52 Point causes physics issue with docking points and decouplers

12/17/2020 11:28 PM - Wombats

 Status:
 New
 Start date:
 12/17/2020

 Severity:
 Low
 % Done:
 0%

Assignee:

Category: Physics

Target version:

Version: 1.11.0 Language: English (US)

Platform: Windows Mod Related: No

Expansion: Breaking Ground, Core Game, Making

History

Description

Save files: https://www.youtube.com/playlist?list=PLIW6vvwZlxAcUd5jzTxn4CYDAY3AT0p1T

I originally found this bug before 1.11.0, but I reproduced it on 1.11.0.3045.

When decoupling a part or undocking, the BZ-52 seems to bug out and cause parts of a spacecraft to lose all gravity effects. In some cases it causes docking ports to behave as if they are still docked even after undocking.

Video playlist:

https://www.youtube.com/playlist?list=PLIW6vvwZlxAcUd5jzTxn4CYDAY3AT0p1T

The first two videos show the docking ports bugging out when detaching. The first two videos are reproducible only after attaching 2-3 cars to the lander can. The save file should have all the components necessary to reproduce this.

After the 1.11.0 update, I decided to try and roll back to before my spacecraft even landed. I hoped that maybe rolling all the way back would reset the environment and prevent the bug. Instead, I found a similar bug where detaching platforms while the dropship is landing will cause the cars to freeze in mid air and lose all gravity effects.

I suspect this issue is partially caused by the fact that I have BZ-52 points embedded within the middle of each car. I did that to facilitate mounting to the landing modules, but if there is a superior way to accomplish this mounting I would love to know about it. It wasn't a problem until recently. Again, I started experiencing this bug a couple days before 1.11.0.

History

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 $Save \ files \ are \ here: \ \underline{https://drive.google.com/file/d/1NVEEgLfREhgcKLR1_yeCRahcVGrQ1Ooi/view?usp=sharing}.$

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