

Kerbal Space Program - Bug #26888

Parachute does not work when running the game from different directory

12/19/2020 04:44 AM - Kerbart

Status:	New	Start date:	12/19/2020
Severity:	Low	% Done:	0%
Assignee:			
Category:	Aerodynamics		
Target version:			
Version:	1.11.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

When loading the game through a windows shortcut, things work fine.

When loading the game through a batchfile that doesn't set the active directory to the game directory, the game works, but the parachute on a pod doesn't.

Example

Load game with regular shortcut

Build Mk-1 command pod, Mk 16 parachute and flea SRB (fuel at 40%)

Lift off, wait for velocity to be close to zero, deploy chute

Chute deploys, opens at 1000m

Craft slows down and lands safely

Load game with commandfile (attached: 1.10.cmd - that's the old one for 1.10, but if you change the folder to 1.11 -- you get the idea)

Load game with regular shortcut

Build Mk-1 command pod, Mk 16 parachute and flea SRB (fuel at 40%)

Lift off, wait for velocity to be close to zero, deploy chute

Chute deploys, opens at 1000m

Craft kinda slows down by impacting the surface

Load game with commandfile (attached: 1.11.cmd - new version that changes the directory to the gamedir first)

Load game with regular shortcut

Build Mk-1 command pod, Mk 16 parachute and flea SRB (fuel at 40%)

Lift off, wait for velocity to be close to zero, deploy chute

Chute deploys, opens at 1000m

Craft slows down and lands safely

Note that this was not an issue with 1.10 but it is with 1.11

At first I thought it was caused by a mod but in the only factor that matters is the issue listed above - setting the startup folder to the gamedir solves the issue.

What baffles me is that the rest of the game just works.

Files

KSP - 1.10.cmd	86 Bytes	12/19/2020	Kerbart
KSP - 1.11.cmd	95 Bytes	12/19/2020	Kerbart