# Kerbal Space Program - Bug #26889

## Space Kraken (Parts flux and collide on loading WHEN EXTENDED)

12/19/2020 05:00 AM - mattfield83@gmail.com

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| **Status:** | New | **Start date:** | 12/19/2020 |
| **Severity:** | Low | **% Done:** | 0% |
| **Assignee:** | | | |
| **Category:** | Physics | | |
| **Target version:** | | | |
| **Version:** | 1.11.0 | **Language:** | English (US) |
| **Platform:** | Windows | **Mod Related:** | No |
| **Expansion:** | Core Game | | |

### Description

The issue I am noticing is with a drilling rig I constructed, rig lands successfully on Minmus but glitches on reload. Offending parts/issue appears to be between extended solar panels and radiators that collide on load. The little I know or can guess at is that the many radially mounted solar panels and radiators I have around my vessel do some wonky bending and colliding when extended. Best I can figure is that all vessels should load with these parts collapsed and then extend after the physics have been initialized. This is with the latest 1.11.0 unmodded KSP and problem is reproducible at the launch pad...load craft with both solar panels and radiator panels collapsed = fine, loading with these parts extended = BOOM. I believe forcing all these parts to only extend after loading the physics on the craft may fix this issue.

### History

**#1 - 12/29/2020 12:51 PM - mattfield83@gmail.com**

*- Subject changed from Space Kraken (Parts glitch and collide on loading) to Space Kraken (Parts flux and collide on loading WHEN EXTENDED)*

- The projected fix is known for this issue, force the panels to load in a non-deployed state **

### Files

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|---|---|---|---|
| Alpha Drill Payload.craft | 197 KB | 12/19/2020 | mattfield83@gmail.com |
| Alpha Drill Payload.loadmeta | 2.25 KB | 12/19/2020 | mattfield83@gmail.com |