

Kerbal Space Program - Bug #26899

Some deployable science (and both lamps) jump from the ground after timewarp.

12/20/2020 05:45 AM - dok_377

Status:	Confirmed	Start date:	12/20/2020
Severity:	Low	% Done:	10%
Assignee:	just_jim		
Category:	Physics		
Target version:			
Version:	1.11.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game		

Description

Affected items:

[Communotron Ground HG-48](#)
[Grand Slam Passive Seismometer](#)
[OX-Stat-PD Photovoltaic Panel](#)
[Work Lamp \(Small\)](#)
[Work Lamp \(Stand\)](#)

If you take any of the listed items and deploy them to the ground, they will jump when you timewarp. Especially the new lamps. In this video (<https://youtu.be/xYr3n2ZEkyM>) you can see that one of the deployed lamps actually falls due to this bug. Also, the stand version of the lamp waits for too long to disable physics when you put it down, so it can just fall immediately after being deployed.

I had those lamps basically fly away after timewarp when I deployed them on Kerbin, so it's even worse in greater gravity.

History

#1 - 12/20/2020 10:43 AM - dok_377

I think it even applies to flags. There's a pretty high chance of flag falling to the ground when you plant it or even load the game with the flag already planted.

#2 - 07/09/2021 10:00 PM - just_jim

- Status changed from New to Confirmed
- Assignee set to just_jim
- % Done changed from 0 to 10