

Kerbal Space Program - Bug #26950

Decoupled Craft Bound to Kerbal Eva Movement if decoupler decouples Octagonal Strut or Cubic Octagonal Strut (Thank t0zzle for finding this bug)

12/30/2020 04:11 AM - Anth12

Status:	New	Start date:	12/30/2020
Severity:	Low	% Done:	0%
Assignee:			
Category:	Parts		
Target version:			
Version:	1.11.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

GOG KSP 1.11.0 (No Mods/No DLCs)
Another most likely related to [#26946](#)

Video Evidence:

https://youtu.be/wo_oQBMgQow

Note Both of these parts have the following error:

"The effective box size has been forced positive and is likely to give unexpected collision geometry.
If you absolutely need to use negative scaling you can use the convex MeshCollider."

History

#1 - 01/22/2021 08:10 AM - Anth12

ignore the

"The effective box size has been forced positive and is likely to give unexpected collision geometry.
If you absolutely need to use negative scaling you can use the convex MeshCollider."

I think this is related to [#26971](#)

#2 - 01/27/2021 06:50 PM - moppaking

- File *decouple small struts bug.craft* added

I came across this bug in my career save and I have narrowed it down in a sandbox game. See the craft file.

Cubic octagonal strut and **octagonal strut** behave wrong when directly connected to a decoupler (or stack separator; diameter does not matter)
The parts need to be on the decoupling side.

When staging / decoupling, the struts stay afloat in mid-air. Tested in a vanilla 1.11.0 Win64 installation with DLCs Breaking Ground and Making History.

In my career save, a rover was connected via octagonal strut to a decoupler and the rest of the landing vessel. When staged, the entire rover was rendered uncontrollable.

Files

quicksave.sfs	61.5 KB	12/30/2020	Anth12
decouple small struts bug.craft	27.5 KB	01/27/2021	moppaking