

Kerbal Space Program - Bug #26953

Scanning arms cause kraken strikes when manipulated in EVA construction mode

12/31/2020 11:55 AM - DoesDoodles

Status:	Confirmed	Start date:	12/31/2020
Severity:	Low	% Done:	10%
Assignee:	just_jim		
Category:	Parts		
Target version:			
Version:	1.11.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game		

Description

What happens:

When rotating or moving any of the three scanning arms in EVA construction mode, the vessel it is attached to will be launched into the air, explode and appear to have misplaced colliders. The effect is worse the bigger the arm.

How to reproduce:

Load in a craft with any or all of the scanning arms attached, and an engineer aboard.
Set hack gravity to 0.20, or cheat the vessel onto the surface of the moon.
Leave the craft with the engineer, and enter EVA construction mode.
Rotate and/or move any of the arms, then switch back to the place tool or leave construction mode.

The craft should now suffer a krakenstrike.

History

#2 - 01/05/2021 10:26 PM - Dunbaratu

Possibly related to issue [#26938](#) ?

This may be helpful to KSP devs: When writing a mod, I have also seen a strange behavior from the scanner arms and it's this: If you try a Physics.Raycast to hit terrain (layer 15) during flight mode, it will also hit a mysterious large invisible sphere around scanner arm parts. This invisible sphere happens to match the same size and shape as the "preview scanning range" green glowing sphere you can view in the VAB for these parts. It's almost acting as if there's a collider for that sphere present in flight view, and it's on layer 15 where the terrain normally would be.

#3 - 01/07/2021 05:10 PM - just_jim

- Status changed from New to Confirmed

- Assignee set to just_jim

- % Done changed from 0 to 10

#4 - 01/12/2021 07:27 PM - litemaster

It can also be easily reproduced on the runway on Kerbin:

1. Start a vessel in the SPH with a seat for the engineer (e.g. Mk2 Lander Can)
2. Add a SEQ-3 Cargo Storage Unit and place a small scanning arm inside
3. Launch
4. Exit the engineer and attach the arm in EVA construction mode
5. Rotate the arm and leave construction mode
6. Weeeeeeeeeee

Files

Scanning arm bug v1-11.craft	41.5 KB	12/31/2020	DoesDoodles
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