

Kerbal Space Program - Bug #26971

Decoupling an EVA constructed vehicle renders controls dead and causes StackTrace

01/05/2021 11:59 AM - ShadowZone

Status:	Resolved	Start date:	01/05/2021
Severity:	Low	% Done:	100%
Assignee:	victorr		
Category:	Regression		
Target version:	1.12.0		
Version:	1.11.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

I built a vehicle in orbit to go to the Mun and back. That worked without a flow. The problem started when trying to decouple the final stage. After decoupling, the vehicle became completely unresponsive to control inputs even though there was enough power. Also, the orbit was messed up (see video below) and the log showed about a million StackTrace entries:

```
[LOG 12:13:52.374] dT is NaN! tA: 6.27323280732056, E: 0, M: 0, T: NaN
at System.Environment.get_StackTrace () [0x00000] in <ad04dee02e7e4a85a1299c7ee81c79f6>:0
at Orbit.GetDTforTrueAnomaly (System.Double tA, System.Double wrapAfterSeconds) [0x00000] in
<f8bc9e2b903e48a5b248ab0083c07c62>:0
at OrbitTargeter.UpdateNodesAndVectors () [0x00000] in <f8bc9e2b903e48a5b248ab0083c07c62>:0
at OrbitTargeter.LateUpdate () [0x00000] in <f8bc9e2b903e48a5b248ab0083c07c62>:0
```

I made a short clip highlighting the issue:

https://www.youtube.com/watch?v=0qUyGQ_old4

Links to the log file and quicksave file, since I cannot produce a .craft file - it was built in orbit with EVA construction.

- Quicksave: <https://drive.google.com/file/d/1i8n2-w9CD0GsYGxYM2Xlf5fTPQtn4FG/view?usp=sharing>
- Log: <https://drive.google.com/file/d/1wlp1HONETXlod6dBurEKVjKfzeumoRh/view?usp=sharing>

It might be related to this issue:

<https://bugs.kerbalspaceprogram.com/issues/26926>

But in my case when I rebuild the vehicle in the VAB, it works without a problem.

History

#1 - 01/05/2021 03:05 PM - victorr

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

#3 - 01/22/2021 07:34 AM - Anth12

[#27045](#) is this related? it is in the Editor however

I dont think this is related at all

#5 - 03/05/2021 05:45 AM - Anth12

Further testing shows that this is related to physicless parts being decoupled

#6 - 06/24/2021 10:29 PM - victorr

- Status changed from Confirmed to Ready to Test
- Target version set to 1.12.0
- % Done changed from 10 to 80

We have made some changes in this last 1.12.0 release and would like some feedback on this issue. Thanks.

#7 - 08/09/2021 02:37 PM - Technicalfool

- *Status changed from Ready to Test to Resolved*
- *% Done changed from 80 to 100*

This should be fixed. Please continue to report if it breaks again.