

## Kerbal Space Program - Bug #27118

### No effective thrust when decoupling in space

01/22/2021 11:29 AM - Odysseus2

<b>Status:</b>	New	<b>Start date:</b>	01/22/2021
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Physics		
<b>Target version:</b>			
<b>Version:</b>	1.11.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Breaking Ground, Making History		

#### Description

When I use decouple two ships in a fairing, the ships slowly move from each other, but I cannot use the thrust. When the engines are on, the ship can turn but it cannot move linearly, nor change the shape of its orbit. I can't dock the two ships, and I can't change the orbit.

But when sending kerbals in EVA, they can push and move the crafts.

#### Files

screenshot884.png	1.96 MB	01/22/2021	Odysseus2
screenshot885.png	1.96 MB	01/22/2021	Odysseus2
screenshot886.png	1.96 MB	01/22/2021	Odysseus2
quicksave.sfs	825 KB	01/22/2021	Odysseus2
Space Station First Stage.craft	218 KB	01/22/2021	Odysseus2