

Kerbal Space Program - Bug #27138

Rovers eject when nearby a loaded craft...

01/25/2021 12:50 AM - FlakeyArmadillo

Status:	New	Start date:	01/24/2021
Severity:	Low	% Done:	0%
Assignee:			
Category:	Physics		
Target version:			
Version:	1.11.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

I have had 2 rovers eject from the surface of the Mun, they just pop off like something is exploding underneath them... they land about 5km off in the distance. One of them landed and exploded to bits about 5 kilometers away... I have put a lot of time into putting those rovers on the Mun, and they just blow up like that...

History

#1 - 01/25/2021 07:27 AM - Anth12

Haha thats spectacular.

Can you supply a quicksave or the craftfiles for both crafts so I can attempt to reproduce it?

#2 - 01/25/2021 07:48 AM - Anth12

OK I reproduced it, however its only when I cheat set positon a craft close to the other craft.

A quicksave would be appreciated to be able to reproduce it in normal playing conditions

#3 - 01/25/2021 03:11 PM - FlakeyArmadillo

- File quicksave #6.loadmeta added

- File quicksave #6.sfs added

I have one quicksave file where the craft is nearby, you can drive it over to the lander, then go to the tracking station, and then select the lander... the rover will soon eject!

Other note: I forgot to mention that I use mechJeb, but the rover is not equipped with the module, and it seems to be the physics engine, but to load the quicksave, you'll probably need mechJeb

Files

final_600e149cd7c7940110467e09_263489.mp4	1.24 MB	01/25/2021	FlakeyArmadillo
final_600e149cd7c7940110467e09_263489.mp4	1.24 MB	01/25/2021	FlakeyArmadillo
quicksave #6.loadmeta	397 Bytes	01/25/2021	FlakeyArmadillo
quicksave #6.sfs	1.4 MB	01/25/2021	FlakeyArmadillo