

Kerbal Space Program - Bug #27153

Can't undock ship from station

01/27/2021 05:26 PM - jukkamuhonen@hotmail.com

Status:	New	Start date:	01/27/2021
Severity:	Low	% Done:	0%
Assignee:			
Category:	Docking		
Target version:			
Version:	1.11.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

Before this happened, i saw i couldn't transfer fuel from this rocket to station or otherwise so i tried undocking.

Docking port had decouple option, i pressed it and nothing happened, decouple option just disappeared and ship is still docked and full control. Now ship is fitted there permanent.

History

#1 - 01/27/2021 05:28 PM - jukkamuhonen@hotmail.com

- File 20210127191958_1.jpg added

#2 - 01/28/2021 10:53 AM - kamine

Happened before 1.11.0 . See Issue [#25871](#)

#3 - 01/30/2021 09:47 PM - maxsmacker

- File BustedPortsOnKerblab.sfs added

Definitely same issue as 25871 as Kamine reports. Just piling on that it happened to me too. I have a station with 3 vessels attached to it and it got into a state where none of the docking ports worked. I have Docking Port Alignment indicator installed, so it was pretty easy to see what should have been connected to what, because the `ModuleDockingNode.DockedVessel` for every single one of the docking ports (6 in all) had gotten reversed and `ModuleDockingNode.state` was similarly wrong.

This is the same visible symptom as a bug that used to happen pretty frequently several years ago, but I hadn't seen it for a long time. Here are the notes I took while fixing it. There's a 'station' (aka "Kerblab"), 'transport' (aka "Heavy Transport"), 'hydro' (aka "Unknown Space Craft"), and 'nuke' (aka "Unknown Space Craft" also). In all cases, the `ModuleDockingNode.dockUId` was correct, but `ModuleDockingNode.DockedVessel.*` was wrong. The 'state' were also wrong, and I wonder if the 'station to hydro' state of "Docked (same vessel)" might be a big clue as to how things went sideways.

Note that all of the docked vessels only had a single docking port, and the station has 3. Another possible clue is that the last thing I did on this station had to do with a Kraken Attack on the transport - it started violently wobbling around the docking port. I restored to a point before the wobbling got too bad, undocked, and then redocked with a different port.

transport to station

- `ModuleDockingNode.DockedVessel.rootUID = 2671642711 # <-- Cargo Container - 'transport'`
- `ModuleDockingNode.DockedVessel.VesselName = Heavy Transport`
`ModuleDockingNode.dockUId = 3618390317 # station to transport`
- `ModuleDockingNode.state = Ready`
station to transport
- `ModuleDockingNode.DockedVessel.rootUID = 2999725572 # <-- Kerblab`
- `ModuleDockingNode.DockedVessel.VesselName = Kerblab`
`ModuleDockingNode.dockUId = 2124623350 # transport to station`
- `ModuleDockingNode.state = Disengage`

hydro to station

- `ModuleDockingNode.DockedVessel.rootUID = 1414935001 # hydro`
- `ModuleDockingNode.DockedVessel.VesselName = Untitled Space Craft`
`ModuleDockingNode.dockUId = 2555602249 # station to hydro`
? `ModuleDockingNode.state = Docked (dockee)`

station to hydro

- ModuleDockingNode.DockedVessel.rootUID = 2999725572 # <-- Kerblab *** ?? BAD?
- ModuleDockingNode.DockedVessel.VesselName = Kerblab * **!! Bad**
ModuleDockingNode.dockUId = 3935467810 # hydro to station <-- GOOD
ModuleDockingNode.state = Docked (same vessel) * BAd

nuke to station

- ModuleDockingNode.DockedVessel.rootUID = 2138744858 # nuke
- ModuleDockingNode.DockedVessel.VesselName = Untitled Space Craft
ModuleDockingNode.dockUId = 954987631 # station to nuke
- ModuleDockingNode.state = Disengage
station to nuke
- ModuleDockingNode.DockedVessel.rootUID = 2999725572 # Kerblab
- ModuleDockingNode.DockedVessel.VesselName = Kerblab
ModuleDockingNode.dockUId = 1487910010 # nuke to station
- ModuleDockingNode.state = Disengage

Files

20210127191958_1.jpg	344 KB	01/27/2021	jukkamuhonen@hotmail.com
BustedPortsOnKerblab.sfs	3.54 MB	01/30/2021	maxsmacker