Kerbal Space Program - Bug #27194

Same Vehicle Collision is turning on in EVA Construction destroying crafts or making them wobble

01/31/2021 04:28 AM - Anth12

Status:	Resolved	**Start date:**	01/31/2021
Severity:	Low	**% Done:**	100%
Assignee:	victorr		
Category:	Physics		
Target version:	1.11.2		
Version:	1.11.1	**Language:**	English (US)
Platform:	Windows	**Mod Related:**	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

https://youtu.be/UYyBkabganA

https://youtu.be/wCGAc-sfxw4

https://youtu.be/a9p726_wU-A

History

#1 - 01/31/2021 04:53 AM - Anth12

- File Same Vessel EVAC bug QuickSave.sfs added

Parts that seem to be doing this are the following so far:

Struts clipped inside parts
Cubic Octagonal Strut
Octagonal Strut
BZ-52 Radial Attachment Point
Z-400 Rechargeable Battery
FL-A5 Adapter added after seeing dok_377's video
GRAVMAX Negative Gravioli Detector
Double-C Seismic Accelerometer
These all have one thing in common, They cant do same vehicle interaction on the action menu

How to replicate:

1. Load 'Same Vessel EVAC bug QuickSave.sfs'
2. EVA Engineer
3. Go into EVA Construction Mode
4. Grab the Octtag and attach it to the craft OR
4a. Grab the Octtag from the inventory, then just place it back into the inventory.

Important Note:

It seems to need to contact through one part to another to cause this to happen.

#2 - 01/31/2021 04:59 AM - Anth12

This video is showing the issue when using 'Same Vessel EVAC bug QuickSave.sfs'

https://youtu.be/_JHo4rgw4sI

#3 - 01/31/2021 12:18 PM - dok_377

This "fixed" version seems even worse than not fixed one. Not only you can screw up your craft (and some others in the vicinity) doing construction, but also by just grabbing some part from the inventory and just putting it back in again!

By the way, I don't think this is caused only by listed parts. It's literally all of them, I think. Here's me doing it with some i-beams in the inventory and other parts on the shuttle start to collide: https://youtu.be/N3u5fkS-4yU

This might have something to do with the new check for collision that was implemented. It seems like game now checks if the part that you trying to

place intersects other parts and prevents placement if it detects some collision, but this feature somehow bleeds through to the craft itself and somehow enables collision between parts.

#4 - 01/31/2021 10:37 PM - Anth12

Your shuttle is doing Exactly what this bug report is showing to be a problem.

I dont think its got anything to do with whats in the inventory.

Ohhh.... I see how your parts are radially attached. I havent tried that.

Well Well, the pizza plate (FL-A5) doesnt have the ability for same vehicle interaction and its causing the same issue.

#5 - 01/31/2021 11:27 PM - Anth12

dok_377 what do you have attached to the nose cone? and are those tanks from a part mod?
The ones with the red line

#6 - 02/01/2021 02:25 AM - dok_377

Anth12 wrote:

> dok_377 what do you have attached to the nose cone? and are those tanks from a part mod?
> The ones with the red line

The nosecone itself is attached to the stock structural fuselage (the red line on it is from Conformal Decals), node attachment. Nothing is attached to it.

#7 - 02/01/2021 04:59 AM - Anth12

Weird. I cant get the nose cone to displace itself like yours is doing
even if I tried the Conformal Decals

#8 - 02/02/2021 09:56 PM - just_jim

- Status changed from New to Confirmed

- % Done changed from 0 to 10

I was able to repro this with the attached save. Something weird definitely going on

#10 - 02/05/2021 12:38 AM - Lupi

- File ckmu grappled to giffry for adapter install.zip added

adding this savefile here. there's a kerbal clawed to the back end of a spaceplane, get them on one of the thing's ladders to do eva construction, and the instant you place a part, the spaceplane itself flies apart. This doesn't require the part to be added to the vessel in question, either. If you unclaw and go float away, anywhere within the 300-odd meter range where it continues to calculate physics, it'll do it to the plane repeatably.

#11 - 02/05/2021 12:43 AM - just_jim

- Assignee set to just_jim

#12 - 02/05/2021 09:40 AM - Anth12

https://youtu.be/9Z9vORONJQA

Thats a video of Lupi's Station (same one as the pictures he posted)

It happens when I get a part from the inventory and place it back into the inventory.

#13 - 02/05/2021 06:12 PM - theaziz

It's not only wobbling and exploding, but also turning off gravity. And that happens with stock ships as well. Here's me trying to put RCS thrusters from "Super-Heavy Lander" craft in their inventory space. https://gfycat.com/pl/helpfulsentimentalbluetonguelizard

#14 - 02/05/2021 10:06 PM - Anth12

Got the craft file theaziz?

I wouldnt mind looking at it to see how the bug is affecting it

#15 - 02/06/2021 08:22 PM - theaziz

- File Super-Heavy Lander.craft added

Like I said, it's a stock craft. I opened it in VAB, chose crew, launched and above happened.

#16 - 02/06/2021 11:07 PM - Anth12

Might be a stock craft, but you are using mods,

I tried to replicate what happened to your craft right down to launching it at the dessert launch pad and nothing happened

Your craft has batteries that dont naturally have same vessel interaction, but they are no where near anything else to cause problems.

I wonder if one of your mods is interfering with the bug.

#17 - 02/07/2021 12:07 AM - Anonymous

I cannot see this bug with 'Super-Heavy Lander.craft'. theaziz must have some other problem.

I do see the bug when I load the 'Same Vessel EVAC bug QuickSave.sfs'

I have not come across the problem myself, so wondered what I do differently.
In order to create a craft that shows the problem, I needed to place a part that does **not** have the 'same vessel interaction' toggle, then offset that part so that it clips, not its parent, not a part connected to its parent, but a part at least **two** connections away from its parent.

#18 - 02/07/2021 12:38 AM - Anth12

k-ohara5a5a@oco.net wrote:

> In order to create a craft that shows the problem, I needed to place a part that does **not** have the 'same vessel interaction' toggle, then offset that part so that it clips, not its parent, not a part connected to its parent, but a part at least **two** connections away from its parent.

Yeah its something like that. (exactly like that) Maybe I can make it more plain with a different craft

#19 - 02/07/2021 07:28 AM - Anth12

- File QS Same Vessel Bug Tester.sfs added

- File SVC EVAC Tester.craft added

https://youtu.be/g0W6iW6rTnI

Attached QuickSave and Craft.

k-ohara you are right definitely Great Grandfather part

#20 - 02/08/2021 06:24 PM - theaziz

Anth12 wrote:

> Might be a stock craft, but you are using mods,
>
> I tried to replicate what happened to your craft right down to launching it at the dessert launch pad and nothing happened
>
> Your craft has batteries that dont naturally have same vessel interaction, but they are no where near anything else to cause problems.
>
> I wonder if one of your mods is interfering with the bug.

First try in troubleshooting cofirms that yes, that was the case. Kerbal Joint Reinforcement was the problem. Removing it fixed the lander exploding. If someone has it, I recommend removing and trying again before looking for other causes.

#21 - 02/09/2021 05:13 PM - victorr

- Assignee changed from just_jim to victorr

#23 - 02/19/2021 11:17 PM - Lupi

https://clips.twitch.tv/BlueElatedArmadilloMau5-uWYNCfVwHClUDggw

happening here with removing a repair kit from inventory

#24 - 03/22/2021 05:17 PM - victorr

- Status changed from Confirmed to Ready to Test

- Target version set to 1.11.2

- % Done changed from 10 to 80

We made some changes in the latest version of the game and would like some feedback on this.

#25 - 03/22/2021 07:51 PM - Anth12

Retesting shows that this is resolved.

#26 - 08/12/2021 02:14 PM - Technicalfool

- Status changed from Ready to Test to Resolved

- % Done changed from 80 to 100

Files

Same Vessel EVAC bug QuickSave.sfs	1.44 MB	01/31/2021	Anth12
ckmu grappled to giffry for adapter install.zip	2.07 MB	02/05/2021	Lupi
Super-Heavy Lander.craft	66.8 KB	02/06/2021	theaziz
QS Same Vessel Bug Tester.sfs	191 KB	02/07/2021	Anth12
SVC EVAC Tester.craft	20.5 KB	02/07/2021	Anth12