

Kerbal Space Program - Bug #27285

Claw should grab but doesnt and other craft will then ignore gravity and start floating

02/16/2021 02:43 AM - Anth12

Status:	New	Start date:	02/16/2021
Severity:	Low	% Done:	0%
Assignee:			
Category:	Docking		
Target version:			
Version:	1.11.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

GOG KSP 1.11.1 No Mods/No DLCs

Video Evidence:

<https://youtu.be/7PBupgUKYzA>

Claw Grab Bug.sfs used for the above video

Screenshot shows an SRB floating in the air ignoring gravity.
Releasing the Claw then throws an error towards the end of the video

Important:

It happens when the rover is moving slowly
It doesn't happen when the rover is moving faster.

History

#1 - 02/18/2021 03:35 PM - jukkamuhonen@hotmail.com

I'll confirm: Sometimes it floats, sometimes it makes explosion. Explosion might be because using claw on high pitch ground.
it seems here was this noticed too: Title was little bit off so i didn't realize it was same problem <https://bugs.kerbalspaceprogram.com/issues/27190>

Files

Claw Grab Bug.sfs	80.5 KB	02/16/2021	Anth12
screenshot45.png	868 KB	02/16/2021	Anth12