

Kerbal Space Program - Bug #27323

Staging Cubic octagonal strut

02/24/2021 01:07 PM - gerritfischer

Status:	New	Start date:	02/24/2021
Severity:	Low	% Done:	0%
Assignee:			
Category:	Physics		
Target version:			
Version:	1.11.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

When a module is attached to the main craft via the "Cubic octagonal strut" onto a separator, the module remains frozen and does not react to gravity or other forces. Example: I tried to recreate perseverance and its helicopter. When I attached the helicopter via a Cubic Octagonal Strut to a separator, the helicopter remained frozen. When I attached it via the Small Inline Reaction Wheel, it reacted normally.

I have a video but it is unable to upload despite being 16.7 MB.

History

#1 - 02/24/2021 03:54 PM - jukkamuhonen@hotmail.com

Suggestion: Upload video to YouTube, Make it private and Post here.

#2 - 02/24/2021 04:10 PM - gerritfischer

<https://youtu.be/lwayalZ4baM>

#3 - 03/28/2021 12:40 AM - MalcolmCooks

this also affects the octagonal strut

I ran into this bug in kerbin orbit, here's what I found: when you switch to the bugged module, the navball shows 0 orbital velocity, and it begins accelerating with no external forces. if you decouple and then go to the tracking centre, the bugged module has teleported above kerbin's south pole with 0 velocity.

#4 - 04/20/2021 07:25 PM - ryuzaku

- File *Player.log* added

Having this bug with my rover too. If you look at the console in game after decoupling it keeps outputting the same group of text over and over again. Here's a log from my unmodded install.

#5 - 04/20/2021 11:27 PM - Anonymous

We can avoid this problem with a Module Manager patch

```
@PART[*]:HAS[#PhysicsSignificance[1],#attachRules[*,*,*]] {
  @PhysicsSignificance = 0
}
```

On four parts that could become root parts (FL-A5 adapter, cubic strut, octagonal strut, and BZ-52 radial attachment) but which got special treatment, this removes the special treatment.

'PhysicsSignificance' seems backwards as a name; when it is set to 1 for a part, KSP lumps that part's mass into the parent part, and doesn't simulate physics for the PhysicsSignificance=1 part. For thermometers, that means new players don't need to worry about balancing the mass of every thermometer, which is nice for a game. But I would have expected the structural pieces have their own mass.

#6 - 04/28/2021 03:41 PM - ElectroLlama

This is the a duplicate to a bug that is currently being worked on: <https://bugs.kerbal.space/program.com/issues/26926>

Files

