

Kerbal Space Program - Bug #27381

Physical Struts are only loyal to the parts of the craft that it was originally attached to on reloading a scene. They disconnect in all other cases. (EVA Construction)

03/10/2021 01:57 AM - Anth12

Status: New	Start date: 03/10/2021
Severity: Low	% Done: 0%
Assignee:	
Category: Editor	
Target version:	
Version: 1.11.1	Language: English (US)
Platform: Windows	Mod Related: No
Expansion: Breaking Ground, Core Game, Making History	

Description

Steam KSP 1.11.1 (DLCs only)

Testing:
Use **Strut Test Save.sfs**

1. Take the strut from the first craft
2. Attach to the second craft like the first
3. Reload Scene. (not connected)
4. Move M-Beams from the first craft onto the second craft
5. Attach the strut to the parts transferred over
6. Reload Scene (connects)

Before Transfer.png Original State
After Transfer and Reload.png Strut isn't working
Parts Moved to Other Craft.png Strut is connected to parts from its original craft

History

#1 - 03/10/2021 02:05 AM - Anth12

Do note, that the strut will change ownership if it is put into a container on the other craft and then taken out.

If the ownership is important, then the strut should be changing ownership each time its connected to a new craft.

#2 - 04/04/2021 08:30 AM - jclovis3

I have noticed this problem when using the struts on the same craft. I used EVA construction to connect them from one part to another on the same craft. Go to the tracking station and return, the struts are no longer connected between the parts. They look like the parts became released as their own separate craft, like when staging, where all you see is the base part of the strut. EVA to the strut and you can reattach it again. I end up having to do this while in orbit before landing in atmosphere on Duna and make sure I refuel and take off all without switching ships or reloading.

#3 - 04/26/2021 05:55 PM - xmnovotny

I have made a fix for this bug: <https://github.com/xmnovotny/KSP-CModuleLinkedMeshFix>

Files

File Name	Size	Date	Author
Strut Test Save.sfs	231 KB	03/10/2021	Anth12
Before Transfer.png	2.94 MB	03/10/2021	Anth12
After Transfer and Reload.png	3 MB	03/10/2021	Anth12
Parts Moved to Other Craft.png	2.92 MB	03/10/2021	Anth12