

Kerbal Space Program - Bug #28075

New Docking Ports are causing drift similar to robotics.

06/27/2021 07:52 AM - Anth12

Status:	Ready to Test	Start date:	06/27/2021
Severity:	Low	% Done:	80%
Assignee:			
Category:	Parts		
Target version:	1.12.3		
Version:	1.12.2	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

KSP 1.12.0 + BG + MH

I created a mod early this year that displays orgPos and orgRot and some other part coordinates for investigation of robotic drift

Nonrobotic Parts

In 1.11.2 a craft with no robotics doesn't change their orgPos/orgRot.
And on timewarp the craft will snap back into its original positions

Robotic Parts

Robotics (and their internal parts) and what's connected to their branch does change their orgPos/orgRot on saving the game.
And on timewarp the craft's robotic parts and what's connected will not snap back into their original positions. not good.

New Rotating Docking Ports

One docking port causes the same symptoms as robotic drift.

I added a docking port to a craft using eva construction and the orgPos and orgRot of parts on the craft started changing
Hitting F5 (Quicksave)

I made the following video:

<https://youtu.be/nvst0OWAi0s>

When you see orgPos and orgRot changing in the video this is due to the game saving the stressed positions of the parts which means now that they are permanently twisted

I used physwarp to make it worse but without physwarp its only a matter of time before the same result will happen.

ShowPosRot.dll is the mod.

It doesn't work for all parts, and sometimes stops working. Its my first mod of my lifetime. Please don't judge ;)

History

#1 - 06/27/2021 08:08 AM - Anth12

- File *Drift Test Craft.craft* added

To eliminate the drift remove the docking port.

#2 - 06/27/2021 08:35 AM - Anth12

- File *screenshot0.png* added

GOG KSP 1.12.0 No DLCs

I bought KSP from GOG a while back without DLCs for bug testing that might need to eliminate the DLCs

Still happening

#3 - 06/27/2021 09:24 AM - dok_377

JPLRepo on the forum prior to the release outright said that these parts are not robotic and will not drift. And then we have this. Sometimes you just can't win.

#4 - 06/27/2021 12:25 PM - MarlusKeep

OMG this is terribly frustrating. Since a lot of big ships use docking ports to connect themselves. Its impossible to make them now cause they start to wobble a lot.

I'm really disappointed because one of the reasons I play this game is to build big stations and connect them with docking ports on multiple launches. Looks like i need to go back to 1.11.

Is there a way to urgently show this directly to the devs?

#5 - 06/27/2021 06:36 PM - Anth12

Don't worry I have already done so MarlusKeep

#6 - 07/08/2021 05:28 PM - Rakete

Same for me... this is a big bug. Needs asap fixing.

#7 - 12/13/2021 10:34 PM - Mariana_A

- Status changed from *New* to *Confirmed*

- % Done changed from 0 to 10

- Version changed from 1.12.0 to 1.12.2

#8 - 12/13/2021 10:34 PM - Mariana_A

- Status changed from *Confirmed* to *Being Worked On*

- % Done changed from 10 to 30

#9 - 12/13/2021 10:35 PM - Mariana_A

- Status changed from *Being Worked On* to *Ready to Test*

- Target version set to 1.12.3

- % Done changed from 30 to 80

#10 - 12/13/2021 10:36 PM - RyanRising

Despite the 1.12.3 update claiming to fix this if parts are locked before saving, the same symptoms appear in that version, though only if docking ports (or robotics) are toggled to unlocked at any point after loading.

#11 - 12/15/2021 07:41 AM - Anth12

From my testing this is fixed.

1.12.0 to 1.12.2 docking port drift existed

1.12.3 docking port drift is gone (as long as the docking ports stay locked)

Resolved to an acceptable level in my opinion

Files

ShowPosRot.dll	8 KB	06/27/2021	Anth12
Drift Test Craft.craft	55 KB	06/27/2021	Anth12
screenshot0.png	2.14 MB	06/27/2021	Anth12