

Kerbal Space Program - Bug #28160

If a craft ends up slightly into the ground on loading a scene it will warp the craft.

07/02/2021 05:15 AM - Anth12

Status:	New	Start date:	07/02/2021
Severity:	Low	% Done:	0%
Assignee:			
Category:	Physics		
Target version:			
Version:	1.12.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

KSP 1.12.1 + BG + MH

Before F5 F9.png is before it happened

After F9.png is after I pressed F9

It doesn't happen all of the time.

I have seen it happen on the runway.

I don't actually see the craft slightly into the ground, however from the next three pictures I think that's what is happening

What I have seen is that using "Set Position" and being a bit too low into the ground causes warping

Before Set Position.png is before I set the craft too low

After Set Position.png is after I set the craft too low

Time Warping.png is KSP snapping the craft back into its original positions (reorientating to orgPos and orgRot)

Note how the snap back shows the craft at where it would be if it was still in the ground.

Special Mention:

As of 1.12.0 snapback does not occur on crafts with docking ports its now permanent on using TimeWarp or reloading a scene.

I believe this is what is happening just a little bit to some crafts on loading a scene.

Test Craft Truck.craft is craft from screenshots

History

#1 - 07/02/2021 05:26 AM - Anth12

As per [#28159](#) I believe the displaced/twisted parts is actually because the craft ended up in the terrain, then KSP forced the submerged parts up above the ground instead of moving the entire craft twisting it

Files

Before F5 F9.png	1.84 MB	07/02/2021	Anth12
After F9.png	1.79 MB	07/02/2021	Anth12
Before Set Position.png	1.9 MB	07/02/2021	Anth12
After Set Position.png	1.79 MB	07/02/2021	Anth12
Time Warping.png	1.71 MB	07/02/2021	Anth12
Test Craft Truck.craft	409 KB	07/02/2021	Anth12