

Kerbal Space Program - Bug #28233

Kracken Attacks Kerbals While Connecting Struts

07/09/2021 02:19 AM - Deepspeed

Status:	New	Start date:	07/09/2021
Severity:	Low	% Done:	0%
Assignee:			
Category:	EVA		
Target version:			
Version:	1.12.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

Win 64, all DLC, no mods, latest updates

One of my ships has some kind of bug which is causing Kerbals to be thrown through space while connecting struts. If you are holding onto a ladder during the process, it violently shakes the ship and sometimes rips it apart. If you are free-floating, it will toss you at several m/s in a random direction as soon as you attach the first anchor point of the strut to the ship.

I'll include my save file for testing. The problem can be found on the "Nuclear Cupola" ship. There is already an engineer there to test this. I don't think it's a problem everywhere, but this ship is the victim of several bugs at once.

For debugging context, first, there's a dead docking port on the booster strapped to the side of the ship. Second, there's a bug in the way the delta-v and burn times are calculated (or rather not calculated for certain engines in this case). This is related to docking. And third, there's the strut problem with struts disconnecting randomly if not put on in just the right way. I've filed bug reports about all of these issues separately ,but I figured the Kraken-propelled Kerbal thing should have its own, too.

History

#1 - 07/09/2021 06:11 AM - Anth12

- File *screenshot174.png* added

I have been trying to narrow down this bug, but my personal testing (my save and test craft) is showing no issues.

In your save's case the following happens:

The strut flies into the screen at my face with your version but doesnt do that with my test save

With yours the strut appears to get one chance, it attaches not great but doesnt result in the kraken strike, then the second attempt is when there is a massive amount of force applied to your craft.

Will continue testing

#2 - 07/09/2021 09:37 PM - Anth12

Did you have any issues (including the dead docking ports) with the craft in 1.11.2, or did these problems start in 1.12.1?

#3 - 07/09/2021 10:05 PM - Deepspeed

The dead docking port issue isn't with the craft. It's the game in general. It happened in other places before, and if you undock the booster from the ship, all the ports will be fine.

I didn't have any major issues with it, aside from it being too weak and needing some rearranging and rebuilding, but no bugs that I can think of. It was only when I attached that latest big chunk on the rear end that it started with the delta-v calculation bug, and I think that was 1.11, not 12.

I can't vouch for the strut attachment thing, but I have seen similar kraken attacks at other times, but not quite exactly in the way this happens.

See if the problem is solved by undocking the booster from the ship or by undocking the rear module. Each of those has its own bug. That could narrow it down.

#4 - 07/11/2021 08:41 AM - Anth12

I have been working on the strut kraken issue for what feels like days. I am close to knowing what the cause is. Its not physical struts either.

Turn off the autostruts for your station will stop it from ripping itself apart on eva construction.

Just to reconfirm did your station do this eva construction ripping apart thing in 1.11.2?

Better yet. Do you have a 1.11.2 save?

I will do a new bug report and say its related to this one once its done. Need the devs to see the title more specific to get their attention

#5 - 07/11/2021 11:54 AM - Deepspeed

- File Mining Minmus.sfs added

The most recent save I have before the latest updates is here. I don't know if it was 1.11.1 or 11.2, but it was an earlier version.

And I have gotten kraken attacks like that on stations at different times for different reasons. I got other weirdness during construction in the older days, but I did have some troubles then, too. Not sure it's the same problems, though.

#6 - 07/13/2021 10:41 PM - Anth12

Cool. Thanks.

Sorry I didn't see this earlier

#7 - 07/14/2021 07:01 AM - Anth12

By the way, remove the heaviest part autostruts from your Nuclear Cupola. thats what is causing your kraken strikes

#8 - 07/14/2021 09:14 AM - Anth12

Well...the kraken strikes to the station itself

#9 - 07/16/2021 09:17 AM - Anth12

I created [#28302](#) to narrow down one piece of this bug report so...related

Files

Main 4.sfs	9.67 MB	07/09/2021	Deepspeed
screenshot174.png	814 KB	07/09/2021	Anth12
Mining Minmus.sfs	5.43 MB	07/11/2021	Deepspeed