

Kerbal Space Program - Bug #28302

EVA construction and removing Docking Port Jr can cause crafts to react violently

07/16/2021 08:43 AM - Anth12

Status:	New	Start date:	07/16/2021
Severity:	Low	% Done:	0%
Assignee:			
Category:	Docking		
Target version:			
Version:	1.12.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

KSP 1.12.1 + BG + MH

Note the video below shows that this is a combination of the following:

2 Jr docking ports need to be attached minimum

C7 Brand Adapter has its autostrut set to heaviest part

It needs a part like the **The Orthogonal 5-Horn** variant of the **RV-105** to occur

The **Vernor Engine** also causes this problem

<https://youtu.be/FrGwu4ysl6Y>

However the **Angled 4Horn** variant of the RV-105 **doesn't** cause this problem to happen.

Why the **RV-105 Orthogonal 5-Horn** and **Vernor Engine** cause this to occur and the **RV-105 Angled 4-Horn** doesn't, I am not sure.

The **RV-105 Angled 4-Horn** is an older model right? The **RV-105 Orthogonal 5-Horn** and **Vernor Engine** are newer. That might be a place to look.

Quick Save: Quick Save DP Jr Kraken Tester.sfs

Craft file: Kraken Strike Tester DPJr.craft

Additional Information: If one attaches a physical strut, then removes it then it will do the same thing as moving the docking port jr.

[#28233](#) is how I discovered this, but its not just physical struts that are causing the issue.

History

#1 - 07/16/2021 08:46 AM - Anth12

I really should have added:

The Kerbal needs to be on the ladder of the pod for this to happen

#3 - 10/07/2022 10:14 PM - jclovis3

- File Waiting4KSP2.zip added

I can reproduce. At least while moving the Pegasus I Mobility Enhancer (fixed ladder) or cargo pods, this can happen but not always. See video:

<https://youtu.be/nr-P3uTEf14>

On other ships, I moved the ladder around to different parts with no problem so I can have a stable platform to work from while attaching multiple other parts. Its with this ship, I found a particular use case difficult to work with. Closing the game fully and reloading from persistent, then into the tracking station to jump back to the ship does not fix this either. You have to work quickly to reattached the part somewhere to stop the unknown forces at play.

In the attached game save, you load into the ship named "Eve Tour Taxi 4" which is only a temporary name during the completion of mission Eve Landing Tour 4. The engineer is available for EVA out of the PPD-12 Cupola Module.

#4 - 10/07/2022 10:28 PM - Anth12

Well its been a while since someone responded to one of my bug reports.

Remember that the likelihood of any bug being fixed by Squad is extremely remote at this point.

Files

Quick Save DP Jr Kraken Tester.sfs	120 KB	07/16/2021	Anth12
Kraken Strike Tester DPJr.craft	20.8 KB	07/16/2021	Anth12
Angled 4Horn.png	2.43 MB	07/16/2021	Anth12
Orthogonal 5Horn.png	2.43 MB	07/16/2021	Anth12
Waiting4KSP2.zip	1.28 MB	10/07/2022	jcloviss3