

Kerbal Space Program - Bug #28355

Craft keeps accelerating with no trust.

07/24/2021 05:58 PM - jackmcsly

Status:	New	Start date:	07/24/2021
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

I made a craft to try to create a demonstration of Newton's Cannon but instead I found a glitch.

- Get the craft on the attachment, and launch it
- Use debug mode to teleport it to Minmus at 0° latitude, 0° longitude, 10 meters altitude and point it at 90°
- Stage it

The craft will just keep going indefinitely and if given enough time will leave Minmus' gravity. Non-physical time warping causes it to behave as normal but as soon as you leave time warp it goes back to behaving weirdly

History

#1 - 07/25/2021 08:53 PM - MarlusKeep

See if it's the same problem in this link. If so, the solution is also in the comments.

<https://bugs.kerbalspaceprogram.com/issues/28144>

Files

Newton_s Cannon.craft	36.9 KB	07/24/2021	jackmcsly
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