

# Kerbal Space Program - Bug #28520

## Bouncing upon world loading

09/22/2021 04:56 AM - Taqwacore

<b>Status:</b>	New	<b>Start date:</b>	09/22/2021
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Physics		
<b>Target version:</b>			
<b>Version:</b>	1.12.2	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Breaking Ground, Core Game, Making History		

### Description

My Mun rovers and bases will lift off and come crashing down (and explode) when I load these craft. This seems to be a physics loading issue. This used to happen in earlier versions of the game, and I think it had been addressed, but its back again with a vengeance.

### History

#### #1 - 09/22/2021 08:28 AM - Anth12

Your Mun rovers and bases could look like anything, be constructed in any configuration, and be on any surface.

A quicksave and craft files would be helpful.

Also I have no idea if there's going to be another patch for KSP1, but its worth a look.

#### #2 - 09/24/2021 06:46 PM - goufalite

Apparently it's there since 1.5

The World Stabilizer mod fixes this:

<https://forum.kerbalspaceprogram.com/index.php?topic/169206-131-18x-worldstabilizer-bugfix-for-vessels-bouncing-on-scene-load/>