

Kerbal Space Program - Bug #2870

Antennae vanish from rover on/near KSC after a time warp is done whilst not active vessel.

08/15/2014 06:12 PM - poofer

Status:	Not a Bug	Start date:	08/15/2014
Severity:	Unworthy	% Done:	0%
Assignee:			
Category:	Physics		
Target version:			
Version:	0.24	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

Using .24.2 with following mods, all latest versions:

Mechjeb 2

Engineer Redux

FAR

Interstellar

Remote tech

Active texture Management

Enhanced Nav Ball

Enviromental enhancements

Kerbal joint reinforcement

KWR

Kethane (not actually using it but it still loads up)

TAC Life support

What happens:

I'm sending a probe/manned vessel to Duna, since it doesn't actually have enough resources, the kerbal dies but i still had a connection with a rover on KSC with a few 88-88 antennae, one of which was targetting the vessel which had in turn one aimed at the rover (all in accordance to remote tech requirements for probe control) the problem rose up when, after running another mission and returning to the probe to send it home, the connection was severed for a longer time than usual, i checked the rover and the deployed antennae had vanished. only the deployed ones vanished and so i deployed another 2 and sent another probe to catch up with the first one and setup a relay link. again, i ran another mission in the meantime and the dishes poofed away. i assumed this was due to being on top of KSC (a model) and so i built another rover and placed it on the grass, same deal.

i haven't tested this with stock version since it isn't actually necessary to deploy a rover with dishes on the ground.

the log is apparently 86MB in lenght so i can't post it.

History

#1 - 08/15/2014 06:43 PM - poofer

since the log was too large, i took the liberty of uploading it to dropbox, here's the link.

<https://www.dropbox.com/sh/tu8smayd4qj240d/AACWiZnjJl3fiBXzH0myVlh8a/KSP.log>

#2 - 08/22/2014 11:40 PM - Mesons

This bug tracker is for reporting bugs with the game Squad produces (vanilla KSP) to Squad. Try to reproduce the bug in vanilla, on a fresh installation without a single mod, and report back.

If you can't reproduce the bug, this report should be closed and you should try to narrow the problem down to which mod is causing it. Then, inform the mod's developer--Squad can't fix those bugs, and the latest version of those mods does not guarantee that they are bug-free.

#3 - 09/08/2014 09:55 AM - Geschosskopf

- Status changed from New to Not a Bug

- Severity changed from Low to Unworthy

- % Done changed from 0 to 100

This isn't a bug, it's expected behavior. The rover on Kerbin is in the atmosphere. Warping causes a phantom wind effect for such vessels, which will

destroy retractable solar panels even in the stock game. Remote Tech adds wind damage to retractable antennae, so your 88-88 antennae were destroyed by the wind while you were warping while in control over other ships.

Files

screenshot123.png	744 KB	08/15/2014	poofer
screenshot126.png	406 KB	08/15/2014	poofer