

## Kerbal Space Program - Bug #3668

### Spacecraft explodes within seconds of loading attached save file

12/03/2014 11:23 PM - voltara

<b>Status:</b>	Closed	<b>Start date:</b>	12/03/2014
<b>Severity:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Physics		
<b>Target version:</b>			
<b>Version:</b>	0.25	<b>Language:</b>	English (US)
<b>Platform:</b>	Linux	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

**KSP Version:** 0.25.0 Linux 32-bit and 64-bit, running on Ubuntu 14.04

**What happens:** The spaceship "Science Probe IV" spins and explodes a few seconds after loading the attached save file.

**Mods / Add-Ons:** All stock

I confirmed the issue with a fresh install through Steam. I will be happy to re-test when the upcoming 0.90 release is publicly available.

#### Test #1:

1) Load the attached save file (the "F9" quickload feature makes this easier.)

#### Result:

After a couple of seconds, the solar panels gradually begin vibrating until the motion is so violent they explode. The ship is thrown into a very fast spin. Nothing interesting is logged to KSP.log

#### Test #2:

- 1) Use "F9" quickload to load the save file again (the quicksave.sfs is an identical copy of persistent.sfs)
- 2) Wait a split second after it finishes loading
- 3) Press the space bar to activate the stack decoupler. If you time this just right, the other half of the ship will instantly be sent approximately 2km away.
- 4) Use the "]" command to switch to the other half of the ship.

#### Result:

The other half of the ship has an orbit of 0.0 m/s, and lots of error messages are written to KSP.log (attached). The error messages mention NaN values and ArithmeticExceptions.

#### Test #3:

- 1) Manually edit the save file and change all solar panels on "Science Probe IV" from EXTENDED to RETRACTED state.
- 2) Load the save file in game.

#### Result:

The bug does not occur.

#### Test #4:

- 1) Experiment with the number of EXTENDED vs RETRACTED panels in the save file.

#### Result:

The more EXTENDED panels there are, they more severe the bug is. If you get the number of EXTENDED panels just right (11 extended works for me), the ship is thrown into a spin but does not explode.

#### History

##### #1 - 12/16/2014 08:27 AM - voltara

I confirmed this still happens in 0.90.0 by running Test #1 in a brand new sandbox-mode game, and a freshly built ship (I did not reuse the old craft or save files.)

##### #2 - 07/17/2016 09:27 AM - TriggerAu

- Status changed from New to Needs Clarification

### #3 - 08/09/2016 11:30 AM - TriggerAu

- Status changed from Needs Clarification to Closed

- % Done changed from 0 to 100

Closing this report out for now. If you find it is still occurring in the latest version of KSP please open a new report (and this one can be linked to it.) For best results, the wiki contains really useful info for when creating a report <http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>.

You can also ask questions about the bug cleanup in the forum here:

<http://forum.kerbalspaceprogram.com/index.php?/topic/143980-time-to-clean-up-the-bug-tracker/> and tag @TriggerAu to get my attention

#### Files

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exploding-save.zip	137 KB	12/03/2014	voltara
KSP.log	1.82 MB	12/03/2014	voltara