

Kerbal Space Program - Bug #4004

Docking port doesn't release after restore of quicksave

01/31/2015 10:54 PM - aaronburro

Status:	Closed	Start date:	01/31/2015
Severity:	Low	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	0.90	Language:	English (US)
Platform:	Win32	Mod Related:	No
Expansion:			

Description

I've got two ships docked in orbit around Mun in a Sandbox game. One is using the Clamp-O-Tron, the other is using the Shielded Clamp-O-Tron.

I docked the ships, then did a quicksave. I borked up the landing, so I restored my save using F9 and went to undock the ships. The interface shows that the ships aren't docked (I can switch between the ships using the bracket keys), but I can't separate the ships from each other.

I also can't re-dock, so my ships are essentially stuck together.

I don't know if it matters or not, but one of the ships was added to the original rocket as a subassembly, with the Clamp-O-Tron as the root node.

All parts are stock, except for a MechJeb module on both ships.

Mods in use are as follows:

Alternate Resource Panel: 2.6.3.0

Blizzy Toolbar: 1.7.8

Docking Port Alignment: 5.1

Enhanced Navball: 1.3.5

Kerbal Alarm: 3.2.3.0

Kerbal Engineer Redux: 1.0.14.1

Kerbal Joint Reinforcement: 3.1.1

MechJeb: 2.4.2.0

Science Alert: 1.8.4

History

#1 - 01/31/2015 10:56 PM - aaronburro

Also, I tried closing the game and restarting, but it did not help. The ships are still stuck together.

#2 - 04/01/2015 06:08 PM - LankyThumbs

This really should have a higher priority. It's completely game-breaking and requires manual editing of a save file using notepad or other savegame editor.

There are a couple of workarounds, one involves using Kerbal Attachment System to allow a Kerbal to EVA and grab the port, but this often results in the ships being blown apart at great speed.

The other fix is to manually search through the quicksave.sfs file and edit several values to fool the game into releasing the docked ships.

It has been mentioned that this bug is due to the Kerbal Joint Reinforcement mod, but since version 3.1.2 this should no longer be the case.

#3 - 07/27/2015 05:56 PM - Squelch

- Platform Win32 added

- Platform deleted (Windows)

#4 - 07/17/2016 09:32 AM - TriggerAu

- Status changed from New to Needs Clarification

#5 - 08/09/2016 01:13 PM - 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

quicksave.sfs	127 KB	01/31/2015	aaronburro
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