

Kerbal Space Program - Bug #4028

Landed Craft Crashing into the Terrain

02/04/2015 09:10 AM - YakNasty

Status:	Moot	Start date:	02/04/2015
Severity:	High	% Done:	0%
Assignee:			
Category:	Physics		
Target version:			
Version:	0.90	Language:	English (US)
Platform:	Win64	Mod Related:	No
Expansion:			

Description

I believe this issue came about when I upgraded my system's video card from a GTX 650 to a MSI NVIDIA GeForce GTX 750 Ti. I was not overclocking and the card temperature was only 40 degrees C. I haven't had issues on other games or software (then again I have only had it a few days).

Instances of Potential Bug

1. While on Mun, I took a Kerbal out on an EVA about 5k away from lander and back. On the way back at about 500m from the craft it flipped over. At first I thought it was some tiny physics glitch so I moved the lander, but looking back I haven't seen this behavior before.
2. During an EVA a lander on Mun disappears underground then reappears (no occupants and no SAS). I was on an EVA with two kerbals. I attached a screenshot from about 10 seconds before the incident. At approximately 400-450m the craft disappears and the GUI shows that it appears to be underground. I then halted my EVA and 'I' over to the lander as I was still in range. The lander was stationary underground for a second and then it jumped instantly to the surface, but the lander was turned on its side 90 degrees and phased half way into the surface. The next second the craft began to explode due to the expected physics of the game.
3. On landing at the runway just after the flair the left wing on my spaceplane breaks off. I was barely able to save the craft but I couldn't taxi as the physics were all jittery and the craft looked like it was just about to explode from the vibration. The log stated that the left wing collided with the Launchpad which didn't make sense as I was on the runway. The landing itself was pretty dead on so I don't think it hit the runway. On my old video card I have made this landing with this exact craft 30 times. This was the first landing on the new card.

I'm looking to see if it is a video card issue, and if it is will return to cancel the bug. The latest drivers have been installed.

Played on 32-bit client.

OS: Win7 Ultimate 64-bit

Memory: 16 GB RAM

Graphics: MSI NVIDIA GeForce GTX 750 Ti

Related issues:

Related to Kerbal Space Program - Bug #3326: Planes collide with buildings wh...

Closed

10/08/2014

History

#1 - 07/27/2015 02:44 PM - Squelch

- Related to Bug #3326: Planes collide with buildings when flying near the KSC. added

#2 - 07/27/2015 02:46 PM - Squelch

- Status changed from New to Moot

- % Done changed from 0 to 100

The physics range has been increased, and has potentially fixed this. Win64 executable is no longer in production.

The second part of this issue looks like the phantom collisions seen in [#3326](#)

Files

screenshot62.png

910 KB

02/04/2015

YakNasty