

Kerbal Space Program - Bug #5149

Staging Faring Causes ship to become 'Landed'

06/20/2015 08:47 PM - bigorangemachine

Status:	Duplicate	Start date:	06/20/2015
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Parts		
Target version:			
Version:	1.0.2	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

For whatever reason, deploying my farings causes the ship to become 'landed' even while in orbit. Attached is Quicksave.

Ensure you are flying 'OS Prototype D'. Move Stage 2 to become Stage 3. Stage. (While Using Kerbal Engineer Redux) You'll see that you are now 'Landed'.

I have the mods:

- Kerbal Alarm Clock
- Transfer Window Planner
- Trajectories
- Stage Recovery
- Muffler
- Precise Node
- Kerbal Engineer Redux
- Flight Manager

Related issues:

Is duplicate of Kerbal Space Program - Bug #5028: Flying Craft appears as Landed

Closed

05/22/2015

History

#1 - 06/21/2015 08:33 AM - wcoenen

I believe Squad only accepts bug reports that can be reproduced without mods. In this case my first guess would be that the Flight Manager mod is responsible.

#2 - 06/21/2015 11:51 AM - TriggerAu

True, your best bet on this one is to post something in the modded support forum -

<http://forum.kerbalspaceprogram.com/forums/77-Support-%28modded-installs%29> - or if you can narrow it down to a specific mod then to post on that forum thread/code repo

#3 - 06/21/2015 04:05 PM - bigorangemachine

wcoenen wrote:

I believe Squad only accepts bug reports that can be reproduced without mods. In this case my first guess would be that the Flight Manager mod is responsible.

TriggerAu wrote:

True, your best bet on this one is to post something in the modded support forum -

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I uninstalled the mod and triggered the fairings and it still goes to landed. Are you suggesting the whole launch needs to happen without FRMS?

#4 - 06/21/2015 04:09 PM - bigorangemachine

- File output_log.txt added

- File quicksave #151.rar added

I force quit this game.

Unpacking OS Prototype e -EMPTY

(Filename: C:/buildslave/unity/build/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 56)

activating stage 3 - current stage: 4

(Filename: C:/buildslave/unity/build/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 56)

Cargo Doors moving... (from 0, to 1)

(Filename: C:/buildslave/unity/build/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 56)

Cargo Doors Stopped, Not Closed (1)

(Filename: C:/buildslave/unity/build/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 56)

[fairingSize2]: Activated

(Filename: C:/buildslave/unity/build/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 56)

[02:51:59]: Liftoff!!

#5 - 06/23/2015 12:20 AM - TriggerAu

bigorangemachine wrote:

TriggerAu wrote:

True, your best bet on this one is to post something in the modded support forum - <http://forum.kerbalspaceprogram.com/forums/77-Support-%28modded-installs%29> - or if you can narrow it down to a specific mod then to post on that forum thread/code repo

More suggesting trying it in stock (and in 1.0.3 now that thats released) and if it does happen in stock - update this with a copy of the craft file and the log. If it only happens when mods are involved then post a thread in the forum

#6 - 06/23/2015 03:52 AM - bigorangemachine

Update:

Uninstalled FRMS. Confirmed not FRMS. Same craft though will keep an eye on it.

#7 - 06/24/2015 04:59 PM - Squelch

- Status changed from New to Duplicate

- % Done changed from 0 to 100

#8 - 06/24/2015 05:00 PM - Squelch

- Is duplicate of Bug #5028: Flying Craft appears as Landed added

Files

quicksave #128.rar	403 KB	06/20/2015	bigorangemachine
output_log.txt	862 KB	06/21/2015	bigorangemachine
quicksave #151.rar	423 KB	06/21/2015	bigorangemachine