

Kerbal Space Program - Bug #5171

[1.0.4] Sub-Orbital vessel in space becomes "landed" if fairing debris gets stuck inside after jettisoning it

06/24/2015 04:07 PM - Windowsfreak

Status: Duplicate	Start date: 06/24/2015
Severity: Normal	% Done: 100%
Assignee:	
Category: Physics	
Target version:	
Version: 1.0.4	Language: English (US)
Platform: Any	Mod Related: No
Expansion:	
Description	
Reproduction:	
Build a vessel. Use cube nodes to create a construction that allows placing fairings close to other fairings or ship parts. Launch it and deploy the fairing in space.	
Bug:	
Jettisoned debris may clip through the ship and get stuck. As long as the ship is touching any of the debris, the following effects occur:	
<ul style="list-style-type: none">• The vessel is classified "landing" instead of "sub-orbital".• It is shaking gently, due to the collision with the fairing.• Cannot go to Space Center as vessel is moving over terrain at high speeds.• Peri- and Apoapsis disappear, although orbital mechanics still apply.• Physics behave as normal. The Auto-camera twists around though.	
In-game fix:	
Spinning and twisting the vessel rapidly may manage to get the fairing parts out of the ship. When no fairing is touching the vessel anymore, the "landed" vessel becomes sub-orbital again.	
Related issues:	
Is duplicate of Kerbal Space Program - Bug #5028: Flying Craft appears as Landed	Closed 05/22/2015

History

#1 - 06/24/2015 04:51 PM - Squelch

- Status changed from New to Confirmed

- % Done changed from 0 to 10

- Version changed from 1.0.2 to 1.0.4

Thanks for the report. This has been noted on the ground, and this does bring new complications. Forwarded for attention.

#3 - 06/24/2015 05:04 PM - Squelch

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

#4 - 06/24/2015 05:06 PM - Squelch

- Status changed from Confirmed to Duplicate

- % Done changed from 10 to 100

As noted, this has already been reported.

Files

Rescue Vehicle.craft

239 KB

06/24/2015

Windowsfreak