

Kerbal Space Program - Bug #5186

Warp causing random heat explosions

06/28/2015 04:42 AM - Torih

Status:	Duplicate	Start date:	06/28/2015
Severity:	High	% Done:	100%
Assignee:			
Category:	Physics		
Target version:			
Version:	1.0.4	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

Since the 1.0.4 update performing warp (physics or normal) is causing random components to explode due to over heating. I've check the temps of all parts prior to this happening and all are low and not near the limit. This can happen with ships which are in orbit and not producing any heat from atmo/engines etc. Several other users are reporting this on the forums for both unmodded and modded installs.

Windows 7 x64
KSP 1.0.4 32bit

Related issues:

Is duplicate of Kerbal Space Program - Bug #5174: Octagonal Strut + TR-2L Rug... **Closed** **06/24/2015**

History

#1 - 06/29/2015 11:09 AM - Squelch

- Related to Bug #5174: Octagonal Strut + TR-2L Ruggedized Vehicular Wheel thermal issue added

#2 - 06/29/2015 11:12 AM - Squelch

- Status changed from New to Duplicate

- % Done changed from 0 to 100

We need to identify which part combinations and under what circumstances this happens. Logs and craft files are very useful here, but as this looks like a duplicate of other reports, please refer any further information to [#5174](#)

#3 - 06/29/2015 11:12 AM - Squelch

- Related to deleted (Bug #5174: Octagonal Strut + TR-2L Ruggedized Vehicular Wheel thermal issue)

#4 - 06/29/2015 11:12 AM - Squelch

- Is duplicate of Bug #5174: Octagonal Strut + TR-2L Ruggedized Vehicular Wheel thermal issue added