

## Kerbal Space Program - Bug #5280

### Parts' temperature rises non-stop until it explodes for no apparent reason

07/27/2015 10:32 PM - yorshee

<b>Status:</b>	Duplicate	<b>Start date:</b>	07/27/2015
<b>Severity:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Physics		
<b>Target version:</b>			
<b>Version:</b>	1.0.4	<b>Language:</b>	English (US)
<b>Platform:</b>	Any	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

This is a bug I've seen a lot before, and it happens to me in both the stock game and with mods. It's probably been reported here before since it happens so frequently to me, but I can't find it, so I'll post a new report. If it's already been posted then feel free to merge it, or delete it.

Sometimes, some parts will overheat and explode instantly for no reason. This has most recently happened to me on a mission to Duna, I decoupled the transfer stage to land with just my lander (which I forgot the legs on, oops!) and the decoupler that attached the command pod to the lander exploded due to overheating, despite the craft going at around 6m/s. I know it's overheating because I checked the F3 flight log and that's what it said.

If I enable the debug menu's 'Ignore max temperature' and then decouple the transfer stage, I can see a sudden rapid temperature rise in every part of the craft, I assume it originates from the buggy decoupler.

I said I've experienced this bug a lot, so I'll tell you what I think is causing it - I can get this bug to consistently happen when there are small parts clipped into other small parts, even if the attachment nodes allow it and I haven't even touched the offset tool at all. I can get this to happen all the time with docking ports inside the small Rockomax adapter (the docking port model clips inside the adapter) and with the Duna mission glitch I explained, I think it's happening because the decoupler is clipped inside a heatshield that's attached to the pod. This might not be the case though - this is just a hunch I have.

I've attached a .zip file of an entire save file that you can use to re-create this glitch for yourself. The save file comes with two stock crafts that both experience the glitch (if I've accidentally used a part that isn't in the stock game, let me know and I'll update the craft file). Here's a video of the bugs in action: <https://youtu.be/c-hhwFJRZmM> You can re-create these events with the save file.

I'm not too sure what to set the bug's priority to - to me it's gamebreaking - but I'll set it to just 'Normal' for now.

#### History

##### #1 - 07/27/2015 10:50 PM - Squelch

- Status changed from New to Duplicate

- % Done changed from 0 to 100

- Platform Any added

- Platform deleted (Windows)

Thank you for your report, but alas your search did fail you. We have an open issue to collate data on this already. As you have observed, it does appear to have a random element to it, but I feel we are getting close to uncovering the triggers.

The issue can be found here [#5181](#)

Please read through and add anything that you feel is important or has been missed. Your report has some good observations in it.

#### Files

overheating.zip

85.5 KB

07/27/2015

yorshee