

Kerbal Space Program - Bug #5326

Vessel accelerates without any engines firing

08/16/2015 06:27 PM - Distjubo

Status:	Duplicate	Start date:	08/16/2015
Severity:	Low	% Done:	100%
Assignee:			
Category:	Physics		
Target version:			
Version:	1.0.4	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

I just experienced something weird, I was trying to land something on the mun, tried to time-warp to apoapsis, but then the spacecraft somehow accelerated. It even accelerated while time-warping. I recorded it after the warp, it led to the craft escape the kerbin system.

The video: https://drive.google.com/file/d/0B_nbjCgQ5hsTaEFfMDFXOUQ3TVU/view?usp=sharing

Related issues:

Is duplicate of Kerbal Space Program - Bug #2753: New kraken: all ships accel... **Closed** **07/12/2014**

History

#1 - 08/17/2015 08:06 AM - Squelch

- Is duplicate of Bug #2753: New kraken: all ships accelerate randomly and are uncontrollable when time warp is engaged added

#2 - 08/17/2015 08:06 AM - Squelch

- Status changed from Need More Info to Duplicate

- % Done changed from 0 to 100