

Kerbal Space Program - Bug #5658

Vehicles explode or freeze on time warp

10/27/2015 12:53 PM - sim6mon

Status:	Needs Clarification	Start date:	10/27/2015
Severity:	Normal	% Done:	0%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.0.4	Language:	English (US)
Platform:	Win64	Mod Related:	No
Expansion:			

Description

KSP version:

build id = 00861

2015.06.23 at 17:19:17 CEST

Branch: master

Version 1.0.4 (bought on steam)

Using Windows 7 Profesional Service Pack 1 64bit system

Intel Core i7-3770 CPU @ 3.4GHz 16GB Ram

System data: (in the attached DxDiag.txt)

I build any craft, launch and when i try to time warp - ship falls appart / explodes or freezes. It locks the speed but does not move in any direction relative to the planet.

Files include:

New career files:

Joe II.craft - the ship that already fell apart in quicksave#1

Autosaved Ship - the one that i launch in bug01 and bug02.

To repeat the bug, just start the time warp on bug02.

On the continous screenshots you can observe the apoapsis change without the change of the ships position.

Some times in the game loaded on bug02 the ship accelerates or explodes.

Problem occurs in some crafts from the previous career:

Minmus Krane 2 when starting from Minmus. Just get above 3000m and hit time warp.

History

#1 - 07/17/2016 09:39 AM - TriggerAu

- Status changed from New to Needs Clarification

Files

File Name	Size	Date	Author
DxDiag.txt	27.8 KB	10/27/2015	sim6mon
Joe II.craft	49.1 KB	10/27/2015	sim6mon
bug01.sfs	68.5 KB	10/27/2015	sim6mon
bug02.sfs	57.9 KB	10/27/2015	sim6mon
quicksave #1.sfs	67.9 KB	10/27/2015	sim6mon
Auto-Saved Ship.craft	18.8 KB	10/27/2015	sim6mon
screenshot2.png	747 KB	10/27/2015	sim6mon
screenshot4.png	503 KB	10/27/2015	sim6mon
quicksave #106.sfs	4.05 MB	10/27/2015	sim6mon