

Kerbal Space Program - Bug #5890

1.0.5 Stack-Decoupler force seems too violent

11/09/2015 10:00 PM - MalfunctionM1Ke

Status:	Not a Bug	Start date:	11/09/2015
Severity:	Low	% Done:	0%
Assignee:			
Category:	Parts		
Target version:			
Version:	1.0.4	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

Please move this to 1.0.5 once the category is available.

TR-18A Stack Decoupler causes tanks below to explode upon staging.
See GIF attached.

History

#1 - 11/09/2015 10:01 PM - MalfunctionM1Ke

- File *Mercury.craft* added

Craft File attached

#2 - 11/09/2015 10:07 PM - RexKramer

- Status changed from *New* to *Not a Bug*

- % Done changed from *0* to *100*

Rockets now cause damage to stuff behind them. The rocket in the upper stage is causing the destruction. To verify, hit F3 after the explosion, and see what caused the explosion.

#3 - 11/09/2015 10:07 PM - MalfunctionM1Ke

EDIT:

It is not the decoupler, it is the engine exhaust that kills the decoupler and the tanks below.

Nevermind :)

#4 - 11/09/2015 10:13 PM - MalfunctionM1Ke

- File *2015-11-09_00030.jpg* added

RexKramer wrote:

Rockets now cause damage to stuff behind them. The rocket in the upper stage is causing the destruction. To verify, hit F3 after the explosion, and see what caused the explosion.

You are right rex, it is not a bug, it is a feature :)

Files

output_Kt45uK.gif	2.66 MB	11/09/2015	MalfunctionM1Ke
Mercury.craft	60.8 KB	11/09/2015	MalfunctionM1Ke
2015-11-09_00030.jpg	261 KB	11/09/2015	MalfunctionM1Ke