

Kerbal Space Program - Bug #6016

The sea "eats" or destroys naval vessels when entering physics range.

12/09/2015 10:02 AM - Azimech

Status:	Updated	Start date:	12/09/2015
Severity:	Normal	% Done:	10%
Assignee:			
Category:	Physics		
Target version:			
Version:	1.0.5	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

Tested on a vanilla install without any mods, I have a naval vessel at sea. When approaching it with another craft and entering physics range, it disappears with the status screen saying everyone on board was killed.

Also seen but not yet reproduced without mods (although I suspect the same mechanism is behind it): exploding in a violent manner. With unbreakable joints and no crash damage, I've even seen a 60.000 tons, 360 meter long aircraft carrier being launched a few clicks straight up into the sky.

Included is a saved game with my yacht at a few hundred clicks east of the KSC.

History

#1 - 07/17/2016 09:41 AM - TriggerAu

- Status changed from New to Needs Clarification

#2 - 07/20/2016 01:49 PM - Azimech

- Status changed from Needs Clarification to Updated

- % Done changed from 0 to 10

The issue was resolved in the 1.1 test builds but has reappeared. NathanKell worked on it before.

The save file isn't fully compatible with 1.1.3, it loads only the active yacht and doesn't show the others. No error shown in the log. Apparently the way KSP handles water-based vehicles has taken a 180 degree turn.

I'll have to create a new scenario and save file.

Files

at sea.sfs	612 KB	12/09/2015	Azimech
------------	--------	------------	---------