

Kerbal Space Program - Bug #6338

Quickload puts open parachutes to "default" orientation instead along the direction of fall; ship freefalls for some time after quickload

12/23/2015 01:20 PM - Kasuha

Status:	Needs Clarification	Start date:	12/23/2015
Severity:	Low	% Done:	0%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.0.5	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

Reproduction steps:

- Start a sandbox game
- Load attached testing ship and launch it from launchpad
- Deploy parachutes during fall
- Make a quicksave about 10 m above ground
- Quickload

Expected behavior: game loads the state as it was at the moment of the quicksave, the ship continues its fall on parachutes and safely lands

Observed behavior: game loads the state, parachutes are deployed sideways, ship freefalls towards the ground and explodes

There are plenty of valid reasons to mount parachutes in any orientation on a ship. Also in many cases the orientation of the ship during landing differs from the intended orientation due to poor design.

The freefall may not be due to parachutes being sideways but because physics are not yet fully running. Even that is wrong and should be fixed. Quickload should mean return to exactly the same state in which the game was quicksaved.

History

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

- Status changed from New to Needs Clarification

#2 - 10/15/2016 07:14 PM - Kasuha

Problem is still present in 1.2

Files

File Name	Size	Date	Author
Parachute test.craft	23 KB	12/23/2015	Kasuha
quicksave.sfs	57.6 KB	12/23/2015	Kasuha
screenshot18.png	1.59 MB	12/23/2015	Kasuha
screenshot17.png	1.67 MB	12/23/2015	Kasuha
screenshot19.png	1.41 MB	12/23/2015	Kasuha
screenshot20.png	1.45 MB	12/23/2015	Kasuha