Kerbal Space Program - Bug #6617

spaceship stable in one save falls over in another save

01/11/2016 02:15 AM - freehold

Status:	Needs Clarification	**Start date:**	01/11/2016
Severity:	Normal	**% Done:**	0%
Assignee:			
Category:	Physics		
Target version:			
Version:	1.0.5	**Language:**	English (US)
Platform:	Linux	**Mod Related:**	No
Expansion:			

Description

I have a small spaceship, craft file attached, named exa2.

I have copied it between two different games, "sim" and "freehold". I've checked that the cksum is the same for the two copies.

In the sim game it stands straight on the launch pad and does not fall over even when I press keys to try to tilt it.

In the freehold game it falls over quickly; clicking 'T' does not have enough force to keep it standing, although I can launch it successfully if I do so quickly.

It is as if it has a rotation started before I launch it.

I tried exiting and reloading the game without success.

History

#1 - 07/17/2016 09:43 AM - TriggerAu

- Status changed from New to Needs Clarification

Files

exa2.craft	67.5 KB	01/11/2016	freehold
sim_persistent.sfs	85.1 KB	01/11/2016	freehold
freehold_persistent.sfs	101 KB	01/11/2016	freehold