

Kerbal Space Program - Bug #6955

Issues launching craft on launchpad in attached save

02/13/2016 10:52 AM - GalFisk

Status:	Closed	Start date:	02/13/2016
Severity:	Low	% Done:	100%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	1.0.5	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

I've tried reloading this save several times.

Either the craft does not respond to Space for start (spamming Space will pop up a message about lin/rot switch mode)

Or the craft will fly, but when staging, the decouplers do not decouple, instead they are blended into the current stage (and all groups are split into separate elements)

Recovering the craft from the launchpad and loading it again from the saved model in the VAB solved the issue.

History

#1 - 02/15/2016 02:00 PM - Kasuha

Your ship has zero electric charge and is unmanned. It is normal that a probe without electric charge becomes uncontrollable. You probably left it on launchpad too long.

#2 - 02/15/2016 04:07 PM - GalFisk

How silly of me. Sorry for wasting your time on this one.

#3 - 02/17/2016 09:54 AM - Kasuha

It is recurring problem - running out of electricity is easy, figuring out that it's the problem is not obvious since electricity gauge is hidden in the resources tab which is by default closed. Many players come for help with that to forums or reddit.

It would probably help many players if particularly electricity had a (semi-)permanent icon similar to how your phone shows you battery status.

#4 - 07/17/2016 09:44 AM - TriggerAu

- Status changed from New to Needs Clarification

#5 - 08/09/2019 07:12 PM - chris.fulton

- Status changed from Needs Clarification to Resolved

- % Done changed from 0 to 100

#6 - 08/09/2019 07:12 PM - chris.fulton

- Status changed from Resolved to Closed

Files

persistent.sfs	1.14 MB	02/13/2016	GalFisk
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