

Kerbal Space Program - Bug #6957

Airbrakes always load in retracted state

02/13/2016 05:10 PM - Kasuha

Status:	Closed	Start date:	02/13/2016
Severity:	Low	% Done:	100%
Assignee:			
Category:	Parts		
Target version:	1.2.0		
Version:	1.0.5	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

As subject says, whatever you do with the Airbrake (A.I.R.B.R.A.K.E.S) it is always loaded in retracted position.

Reproduction steps:

- Go to VAB, start with a command pod, attach airbrake to it.
- Right-click the airbrake and click on State button so it turns to Deployed
- Save the ship
- Load the ship

Airbrake is retracted

- Right-click the airbrake and click on State button so it turns to Deployed again
- Deploy the ship on launchpad

Airbrake is retracted

- Right-click the airbrake on launchpad and click on State button so it turns to Deployed again
- Quicksave
- Quickload

Airbrake is retracted

- Activate brakes by pressing and holding the B button or by clicking on the brake button next to altimeter
- Quicksave while Brakes indicator is still active
- Quickload

Airbrake is retracted and does not even deploy although the Brakes indicator is still active

- Right-click the airbrake on launchpad and click on State button so it turns to Deployed again
- Return to Space Center
- click on ship on Launchpad, select Fly

Airbrake is retracted

History

#2 - 07/17/2016 09:44 AM - TriggerAu

- Status changed from New to Needs Clarification

#3 - 10/14/2016 02:47 AM - Squelch

- Status changed from Needs Clarification to Ready to Test

- Target version set to 1.2.0

- % Done changed from 0 to 80

New options have been added, this should be fixed now

#4 - 10/15/2016 11:12 AM - Kasuha

- File *airbrake deploy test.sfs* added

In 1.2, airbrakes deployed while quicksaving load undeployed and start deploying. In result they are deployed, but they don't apply full braking while deploying, resulting in different behavior than in non-quickloaded run.

Tested on quicksaving a ship with deployed airbrakes in freefall at terminal velocity - the fall was at constant speed when quicksaving, but the ship started gaining speed after quickload, then losing speed again after they fully deployed.

I don't consider that fully fixed.

Attaching quicksave with test ship deployed on launchpad. Reproduction steps:

- SAS on, launch
- wait for end of burn, then wait for top reached altitude
- deploy airbrakes
- wait till ship falls to 1000 m, then quicksave; note falling speed
- quickload, note the speed starts increasing while airbrakes are deploying

#5 - 12/02/2016 08:29 AM - JPLRepo

- Status changed from *Ready to Test* to *Closed*

- % Done changed from 80 to 100

#6 - 12/02/2016 10:16 PM - Kasuha

I just retested the issue with KSP 1.2.1 and I'd like point out that the issue was closed without being fixed.

Airbrakes **still load in retracted state**.

The fact that they start deploying after the ship was already moved to physics is not a fix. Apart of change in braking characteristics during deploying (which may cause problems on its own, depending on situation in which the save was made), there's no rule that Airbrakes cannot be used as makeshift landing legs, potentially crashing the ship after it's loaded.

Files

airbrake deploy test.sfs	110 KB	10/15/2016	Kasuha
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