Kerbal Space Program - Bug #8328

Heat Shield Jettison during Run Test

04/04/2016 03:51 AM - DigitalDragon311

Status:	Needs Clarification		**Start date:**	04/04/2016
Severity:	Normal		**% Done:**	0%
Assignee:				
Category:	Parts			
Target version:				
Version:	Not Applicable		**Language:**	English (US)
Platform:	Windows		**Mod Related:**	No
Expansion:				

Description

Feedback: Heat Shield Decouples when Running Test

Steps to Replicate:
1) Build: Mk1 Command Pod, 1.25 Heat Shield underneath, with HS Jettison Staged enabled from VAB. Support command pod from sides using girders or stabilizers.
2) Launchpad: Click on Run Test, and Heat Shield will jettison

Expected: Heat Shield should Run Test and fulfill Testing condition(as required by contracts), and NOT jettison. You should have a usable heat shield after you Run Test. Kerbals could be lost

Result/Observed: Heat Shield jettisons when Tested. Contract requirements were satisfied and credit was given for completing the contract. Jebediah Kerman died because the Mk1 Command Pod overheated and exploded.

Fixes: Don't link "Run Test" to "Jettison Heat Shield"

Workarounds: Don't enable HS Jettison Staged in the VAB.

Notes:
- Related to Bug #7940, I could complete the terms of the contract, by Running Test that the contract required.
- 1.1 pre-release

History

#1 - 07/17/2016 09:44 AM - TriggerAu

- Status changed from New to Needs Clarification