

Kerbal Space Program - Bug #9155

Double docking now impossible

04/17/2016 12:37 AM - CocoaButter

Status:	Closed	Start date:	04/17/2016
Severity:	High	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	Not Applicable	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

Having tried with multiple craft, i get the same result, i even tried launching it double docked and it also did the same. Picture is self explanatory. When you try to dock, one port docks, the other one breaks away.

KSP Ver: Latest steam pre release 1.1

Log gives no error

Attempted both modded and unmodded with same result

Unbreakable and no crash damage was tried both on and off, Same result

<http://i.imgur.com/DxbRUZI.png>

History

#1 - 04/17/2016 03:53 AM - wagner

- File *Untitled.png* added

Failed to reproduce on first attempt of three standard ports on a 1-to-3 coupler. The alignment was "unclean", but the right click option indicated all three pairs were coupled.

#2 - 04/17/2016 03:56 AM - wagner

- File *Untitled2.png* added

- File *KSP.log* added

Successfully reproduced using three Sr ports attached to separate Jumbo-64 tanks. Logs report a fault in "PartJoint" module. See attached log at timestamp 23:25:29.

#3 - 04/21/2016 05:23 AM - orcaman98

- Status changed from *New* to *Confirmed*

- % Done changed from 0 to 10

This was literally the first thing I went to do when I got 1.1. Made me so sad. I hadn't done it often, so I thought I was my mistake until I read this. I was trying with pairs of Juniors. Broke every time.

#4 - 07/17/2016 09:46 AM - TriggerAu

- Status changed from *Confirmed* to *Needs Clarification*

- % Done changed from 10 to 0

#5 - 07/19/2016 03:53 PM - cpcallen

- Status changed from *Needs Clarification* to *Updated*

- % Done changed from 0 to 10

I think this may now be fixed.

I tested this with a vessel I had previously experienced this bug.

The vessel is a long "wagon train" rover (like this one: <http://imgur.com/rt6A6Gk>), coupled with Jr. docking ports. Two of the segments are connected by two docking ports, one vertically above the other.

In 1.1, merely launching this vessel onto the runway was enough to cause one of four docking ports in that two-pairs arrangement to break off.

In 1.1.3 I was able launch the vehicle, drive it around, and uncouple / redock the two-port connection without any of the docking ports breaking off.

#6 - 07/20/2016 10:20 AM - sal_vager

- Status changed from Updated to Resolved

- % Done changed from 10 to 100

Thank you for your update cpcallen, this confirms my tests that work undertaken to fix docking prior to the release of 1.1.3 was successful.

#7 - 10/13/2016 11:17 AM - TriggerAu

- Status changed from Resolved to Closed

Files

Untitled.png	3.15 MB	04/17/2016	wagner
Untitled2.png	3.07 MB	04/17/2016	wagner
KSP.log	264 KB	04/17/2016	wagner