

Kerbal Space Program - Bug #9582

Modules Float away from Body Surface

04/29/2016 03:00 AM - monaro2500

Status:	Closed	Start date:	04/29/2016
Severity:	Low	% Done:	100%
Assignee:			
Category:	Physics		
Target version:	1.1.1		
Version:	1.1.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			
Description			
This has now happened to 3 modules I've built. 2 Rovers and my Mun Base. This also occurred on Kerbin and the Mun.			
These modules will lift off the surface and slowly drift away into space. Parts are also falling of these built modules.			

History

#1 - 04/29/2016 03:15 AM - smjjames

- Status changed from New to Need More Info

What mods are you using, and did you forget to unhack gravity?

#2 - 04/29/2016 03:38 AM - monaro2500

I cant remember from the top of my head now what Mods I have installed. Generally not too many, and all of them have been updated to 1.1 via CKAN. I haven't tinkered and adjusted anything to do with gravity. What is strange too is that if you look in the background in one of the images, you'll notice my refinery sitting correctly on the surface. This also occurs randomly.

I can generate a list of my Mods and post them later. But most of them are only gaming aids such as Docking Assist, MechJeb, Kerbal Engineer, etc and some visual effect like PlanetShine and EVE. All of my modules are built from Stock components. I do have Karbonite installed, but it's never been used.

#3 - 04/29/2016 10:05 AM - monaro2500

Mods Installed list:

- Chatterer
- Community Resource Pack
- Contract Pack
- Docking Alignment Indicator
- Firespitter Core
- Hullcam VDS
- Karbonite
- Kerbal Engineer Redux
- MechJeb 2
- Module Manager
- PlanetShine
- RasterPropMonitor
- SCANSat
- scatterer
- Toolbar
- USI Core
- USI Tools
- Waypoint Manager

#4 - 04/29/2016 11:38 AM - monaro2500

- Status changed from Need More Info to Updated
- Assignee set to monaro2500
- Target version set to 1.1.1
- % Done changed from 0 to 10

I believe I've found this bug. It's related to the 'Hullcam VDS' Mod. The problem was that the Root docking port would decouple from the vehicle. This would cause the vehicle to drift away without any control.

The 'Hullcam VDS' associates itself with the Docking ports by putting cameras within them. This association can be found in the 'DockingPortCameraPatch.cfg' within the mod.

I've removed this file from the mod and the modules are no longer floating away.

#5 - 04/29/2016 08:45 PM - hermes47

- Status changed from Updated to Closed
- Assignee deleted (monaro2500)
- Severity changed from High to Low
- % Done changed from 10 to 100

Given its caused by a mod, closing.

Files

screenshot245.png	394 KB	04/29/2016	monaro2500
screenshot244.png	886 KB	04/29/2016	monaro2500