

Kerbal Space Program - Bug #9636

Dockingport connection failure when launching a craft with as few as four docking ports

05/01/2016 01:44 AM - smjjames

Status:	Closed	Start date:	05/01/2016
Severity:	High	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:	1.2.0		
Version:	1.1.2	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

I had originally noticed this with the 4K, but the crafts used here are 1092 parts at most.

What I expected: All of the docking ports to connect to each other, after all, the upper ones are connecting to each other.

What's happening is that the docking ports on the lower layer (sometimes it happens to the second to last layer of the four) on the horizontal plane are somehow not connecting to each other, other than the central one which was node connected.

Reproduction: Make a craft that is basically a cube of docking ports, or load the crafts provided. I've made both 3x3 and 5x5 grid versions. The screenshots show what happens in general on launch.

History

#1 - 05/01/2016 01:56 AM - smjjames

- File *KSP.log* added

- File *output_log (3).zip* added

Oh right, output logs.

#2 - 05/01/2016 04:20 AM - smjjames

- File *output_log.txt* added

- File *KSP.log* added

- File *dockingport fail numerical test.craft* added

- Severity changed from Low to High

After doing some tests and seeing how few docking ports it happens with and I've gotten it to happen with just four docking ports. Also, interestingly, if you turn on hacked gravity, the ports will re-engage on their own, or try to.

It seems to be that somehow some of them aren't engaging on physics load.

#3 - 05/01/2016 04:33 AM - smjjames

- File *deleted (dockingport fail numerical test.craft)*

#4 - 05/01/2016 04:36 AM - smjjames

Deleted it because I screwed up the craft (didn't save it correctly).

#5 - 05/01/2016 04:41 AM - smjjames

- File *dockingport fail numerical test.craft* added

- File *4port dockingport fail.craft* added

- Subject changed from *Dockingport connection failure when launching a craft with many dockingports.* to *Dockingport connection failure when launching a craft with as few as four docking ports*

Clarified the title and reuploaded the craft that I messed up the save with, plus added a slimmed down version.

#6 - 07/17/2016 09:55 AM - TriggerAu

- Status changed from New to Needs Clarification

#8 - 10/13/2016 02:08 PM - Squelch

- Status changed from Needs Clarification to Ready to Test

- Target version set to 1.2.0

- % Done changed from 0 to 80

The processes involved with this issue are complex. The situation may have improved somewhat for KSP 1.2, but a comprehensive fix has had to be deferred for now.

Issue marked as ready to test for KSP 1.2 to gather more information on the impact.

#9 - 12/02/2016 08:30 AM - JPLRepo

- Status changed from Ready to Test to Closed

- % Done changed from 80 to 100

Files

screenshot0.png	995 KB	05/01/2016	smjjames
screenshot1.png	1000 KB	05/01/2016	smjjames
screenshot2.png	1.01 MB	05/01/2016	smjjames
screenshot3.png	1.11 MB	05/01/2016	smjjames
3x3grid Clamptron Jr dockingportfail test.craft	680 KB	05/01/2016	smjjames
3x3grid Clamptron regular dockingportfail test.craft	671 KB	05/01/2016	smjjames
3x3grid Clamptron Sr dockingportfail test.craft	673 KB	05/01/2016	smjjames
Clamptron Jr dockingportfail test.craft	2.06 MB	05/01/2016	smjjames
Clamptron regular dockingportfail test.craft	2.03 MB	05/01/2016	smjjames
Clamptron Sr dockingportfail test.craft	2.03 MB	05/01/2016	smjjames
KSP.log	2.8 MB	05/01/2016	smjjames
output_log (3).zip	207 KB	05/01/2016	smjjames
output_log.txt	1.51 MB	05/01/2016	smjjames
KSP.log	758 KB	05/01/2016	smjjames
dockingport fail numerical test.craft	365 KB	05/01/2016	smjjames
4port dockingport fail.craft	73.3 KB	05/01/2016	smjjames