

Kerbal Space Program - Bug #10050

Flags not stable - falling to side

06/25/2016 08:28 PM - Alexander

<b>Status:</b>	Confirmed	<b>Start date:</b>	06/25/2016
<b>Severity:</b>	Low	<b>% Done:</b>	10%
<b>Assignee:</b>			
<b>Category:</b>	Buildings		
<b>Target version:</b>			
<b>Version:</b>	1.1.3	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>			
<b>Description</b>			
When re-visiting a flag either directly via the Tracking Station or by coming near it (within the 2 km range) especially on low gravity bodies, the flags will "jump" out of the surface and fall aside. Especially annoying when they were planted on a hill as they will slide down all the way.			
Video of the effect: <a href="http://tekener.com/KSP/instable_flags.mp4">http://tekener.com/KSP/instable_flags.mp4</a>			
Savegame attached			

History

#1 - 06/27/2016 04:44 PM - Geschosskopf

- Status changed from New to Confirmed
- % Done changed from 0 to 10

With me, flags on relatively flat ground stay properly planted. However, if the ground is sloped about 25-30 degrees or more, the flags do indeed fall over upon physics load.

#2 - 06/27/2016 04:51 PM - Alexander

Geschosskopf wrote:

With me, flags on relatively flat ground stay properly planted. However, if the ground is sloped about 25-30 degrees or more, the flags do indeed fall over upon physics load.

Please have a look at my video and my save game file. The first flag is standing on pretty flat ground (<5 degree) and still falling aside.

Files

persistent.sfs	505 KB	06/25/2016	Alexander
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