Kerbal Space Program - Bug #13554

Vehicle accidentally makes Kerbal extremely floaty.

01/07/2017 08:25 PM - Tricky

Status:	New		**Start date:**	01/07/2017
Severity:	Low		**% Done:**	0%
Assignee:				
Category:	Physics			
Target version:				
Version:	1.2.2		**Language:**	English (US)
Platform:	Windows		**Mod Related:**	No
Expansion:				

Description

I created a light atmospheric rover that is pretty damn good at gliding far onward during a 'sick jump'. It's a lovely odd little thing actually. Anyway, it seems to have made apparent a bug with the physics of Kerbals.

If my Kerbal exits this rover mid-jump (and believe me there is usually plenty of time to do that), the Kerbal continues to glide on with the same or even better characteristics than the rover. The last time I did this around the mountains near the KSC, the kerbal was descending at a rate less than 1 m/s. I was able to cancel out my horizontal movement with the Kerbal's RCS, but it had no impact on the Kerbal's rate of descent.

Files

kerbalfloatingbug.png	1.82 MB	01/07/2017		Tricky
Qualified for Sick Jumps.craft	285 KB	01/07/2017		Tricky