

Kerbal Space Program - Bug #13610

Landing Strut clipping error

01/18/2017 11:41 AM - NobodyImportant

Status:	New	Start date:	01/18/2017
Severity:	Normal	% Done:	0%
Assignee:			
Category:	Physics		
Target version:			
Version:	1.2.2	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

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Driving a small rover into a landing strut from a heavy lander causes an exponential reaction.

At very low velocities, the rover is just flung back, a bit higher and the rover is flung back at a speed sufficient to destroy it and surviving parts travel at ~100 m/s.

The exact speeds seem to vary.

Reproduction:

- 1) Have any vehicle heavier than a couple of tons landed on struts. This works with both LT1 and LT2 landing struts, i have not tested the others yet. (the vehicle can be held up solely by struts or by struts and other parts)
- 2) Drive a microver into a strut. (4 wheels, docking port, OCTO, Battery)

As an aside the wheels and the landing strut do not clip at all, while both the wheels and the struts clip with other parts.

Images:

-a normal "high" velocity impact for comparison

[d55f4fe7de814c7b42d7a1159e5eed97.gif](#)

-a low velocity landing strut impact

[3a977be4602ca2bd4d5d580d66581d09.gif](#)

-a medium velocity landing strut impact

[a9a70bfd956630cb0cb6cbad6cf39d9f.gif](#)

-another medium velocity landing strut impact

[0e8c83de9e2638fae9140fb3e3982b05.gif](#)

-a high velocity landing strut impact

[89b44cb636f7e289c17bfbb8c1d52cef.gif](#)