

Kerbal Space Program - Bug #28618

Docking with robotic parts vessel which have wheels causes bad krakens

03/22/2022 04:35 PM - jukkamuhonen@hotmail.com

Status:	New	Start date:	03/22/2022
Severity:	Low	% Done:	0%
Assignee:			
Category:	Physics		
Target version:			
Version:	1.12.3	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

Docking ports and hinges, servos and pistons connecting to another vessel tends to make Both vessels jump violently even at gravity of kerbin. Especially if any of those vessels stands with wheels, wheels gets broken, no matter how heavy vessel it will jump.

It might be just wheels making this behaviour but robotic parts seems to reinforce kraken. Should there be some physics assist after docked at surface to prevent this?