

Kerbal Space Program - Bug #28660

Robotic parts wobbles when re-entering scene.

10/13/2022 12:40 PM - jukkamuhonen@hotmail.com

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|------------------------|-------------------------------|---------------------|--------------|
| Status: | New | Start date: | 10/13/2022 |
| Severity: | Low | % Done: | 0% |
| Assignee: | | | |
| Category: | Parts | | |
| Target version: | | | |
| Version: | Kerbal Space Program - 1.12.3 | Language: | English (US) |
| Platform: | Windows | Mod Related: | No |
| Expansion: | Breaking Ground | | |

Description

Sometimes this happens, they just wobbles without motor power everywhere at vacuum. If you change angle of robotic hinges or extend of pistons, they starts work normally.

This even happens when you have "when energy runs out: locked"-option selected for those parts at VAB.

FEEDBACK:

This is very sad that we got this nice DLC which gives you hopes to make interesting machines, tools and arms, but in the end this DLC is so unreliable that you really can't use those robotic parts anywhere because it is failed mission 90% of time. I don't want to play without those robotic parts, but i can't use them.