

# Kerbal Space Program - Bug #28681

## Structural panels weird connections 1

01/07/2023 02:33 PM - kerlon\_kersk

<b>Status:</b>	New	<b>Start date:</b>	01/07/2023
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Parts		
<b>Target version:</b>			
<b>Version:</b>	1.12.4	<b>Language:</b>	English (US), русский (Russian)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Breaking Ground, Core Game		

### Description

Structural panels has enough connecting points but they doesnt work with all angles. Also they connects only part to part without connection any neighbour parts. Thats why all heavy Rovers without many struts seems on jelly. Buts struts are not solving, because as many object - as many lags and weird parts behavior

1st screenshot - how i expected.

2nd screenshot - only one weird way to connect parts

### History

#1 - 01/08/2023 10:21 AM - kerlon\_kersk

- File connections 1.jpg added

- File connections 2.jpg added

### Files

connections 2.jpg	1.48 MB	01/08/2023	kerlon_kersk
connections 1.jpg	1.47 MB	01/08/2023	kerlon_kersk