

Kerbal Space Program - Bug #4810

Landing gear clips through ground and causes planes to break apart

04/29/2015 01:37 PM - andzkerman

Status:	Closed	Start date:	04/29/2015
Severity:	Low	% Done:	100%
Assignee:			
Category:	Buildings		
Target version:			
Version:	1.0	Language:	English (US)
Platform:	Win32	Mod Related:	No
Expansion:			

Description

I have been building planes in KSP 1.0 (sandbox mode) using the MK3 parts and new aircraft parts.

I built an aircraft using the large landing gear which flew without any problems. However, when I landed it, switched back to the space centre and then came back, the wheels were inside the ground. If I retract the landing gear, they clip back out of the ground and cause the aircraft to break up, even when using unbreakable joints in the debug menu.

I have no mods installed, I'm running KSP 1.0 on Windows and installed it through Steam.

This bug is making my game frustrating, as whenever I switch to my landed aircraft and try to move them, they break up.

Can anyone help?

History

#1 - 04/29/2015 09:32 PM - andzkerman

- File 2015-04-29_00060.jpg added

- File 2015-04-29_00090.jpg added

- File 2015-04-29_00091.jpg added

Here are some pictures from one of the times this happened. When it reloads the physics on one of the planes, the wheels become stuck inside the ground.

#2 - 04/30/2015 12:30 AM - RexKramer

- Category changed from Parts to 90

- Severity changed from High to Low

It looks like a terrain issue at the island airstrip.

#3 - 04/30/2015 10:43 PM - andzkerman

- File 2015-04-30_00002.jpg added

- File 2015-04-30_00005.jpg added

- File 2015-04-30_00009.jpg added

- File 2015-04-30_00012.jpg added

- File 2015-04-30_00014.jpg added

- File 2015-04-30_00017.jpg added

Hi there. This problem happens everywhere, not just on the island airstrip.

I have gone back and replicated the problem in other locations. Every time I switch to this aircraft, the wheels appear inside the ground.

Here are some screenshots, including the result of retracting the landing gear.

(This doesn't happen with medium or small landing gear)

Thanks for your time. I hope this can be resolved.

#4 - 07/27/2015 05:57 PM - Squelch

- Platform Win32 added
- Platform deleted (Windows)

#5 - 07/17/2016 09:32 AM - TriggerAu

- Status changed from New to Needs Clarification

#6 - 08/09/2016 01:38 PM - TriggerAu

- Status changed from Needs Clarification to Closed
- % Done changed from 0 to 100

Closing this report out for now. If you find it is still occurring in the latest version of KSP please open a new report (and this one can be linked to it.) For best results, the wiki contains really useful info for when creating a report <http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>.

You can also ask questions about the bug cleanup in the forum here:

<http://forum.kerbalspaceprogram.com/index.php?/topic/143980-time-to-clean-up-the-bug-tracker/> and tag @TriggerAu to get my attention

Files

2015-04-29_00090.jpg	219 KB	04/29/2015	andzkerman
2015-04-29_00060.jpg	244 KB	04/29/2015	andzkerman
2015-04-29_00091.jpg	226 KB	04/29/2015	andzkerman
2015-04-30_00002.jpg	146 KB	04/30/2015	andzkerman
2015-04-30_00005.jpg	150 KB	04/30/2015	andzkerman
2015-04-30_00012.jpg	119 KB	04/30/2015	andzkerman
2015-04-30_00009.jpg	112 KB	04/30/2015	andzkerman
2015-04-30_00014.jpg	121 KB	04/30/2015	andzkerman
2015-04-30_00017.jpg	120 KB	04/30/2015	andzkerman