

## Kerbal Space Program - Bug #520

### Lander legs causing phantom torque

04/05/2013 12:56 AM - Unit327

<b>Status:</b>	Moot	<b>Start date:</b>	04/05/2013
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Physics		
<b>Target version:</b>			
<b>Version:</b>	0.19.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Linux, OSX, Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

I created my mun lander (craft file attached) but once out of the atmosphere and in zero effective g I noticed a phantom torque causing it to rotate. I narrowed it down to the lander legs causing the problem, removing them fixes it. Perhaps because they clip through the lights? Note that I did **not** enable part clipping through the debug menu to construct this craft.

#### History

##### #1 - 04/05/2013 12:41 PM - Qumefox

Parts clipping is the cause. I've run into this before several versions ago before docking when I was building a ship to 'catch' a stranded capsule in orbit. The legs were clipping the fuel tanks when closed, and it would, if left alone, cause huge uncontrollable spins until the ship finally disintegrated. Redoing the landing legs so they didn't clip any other parts was the solution.

##### #2 - 07/17/2016 09:23 AM - TriggerAu

- Status changed from New to Needs Clarification

##### #3 - 07/17/2016 06:51 PM - Claw

- Status changed from Needs Clarification to Moot

- % Done changed from 0 to 100

- Platform Linux, OSX, Windows added

- Platform deleted (Any)

Closing this in deference to the wheels update.

#### Files

mun lander bug.craft	20.3 KB	04/05/2013	Unit327
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