

## Kerbal Space Program - Bug #8764

### Wing attached landing gear symmetry.

04/09/2016 10:31 PM - Berylliumdragon

<b>Status:</b>	Needs Clarification	<b>Start date:</b>	04/09/2016
<b>Severity:</b>	Normal	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Parts		
<b>Target version:</b>			
<b>Version:</b>	Not Applicable	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

Landing gears attached to wings lose symmetry when attached to symmetric wings inversely to distance from fuselage.

When gears are placed on wings attached symmetrically to a fuselage (MK1 inline cockpit tested with Wing connector type b) the gears will mis-align with each other base on how close the gears are to the fuselage.

One of the gears will be closer or further away from the fuselage, distance seems dependent inversely to location from fuselage and distance (closer or further) is dependent on gear facing and wing placement (bottom/top) on top tests opposing gear was closer if using left gear (from behind) and moved farther if gear direction changed to front facing from back facing.

#### History

#1 - 07/17/2016 09:44 AM - TriggerAu

- Status changed from New to Needs Clarification