

Kerbal Space Program - Bug #9349

Medium and large landing legs' colliders are shorter than the legs

04/20/2016 03:34 PM - grey_ghost

Status:	Duplicate	Start date:	04/20/2016
Severity:	Low	% Done:	100%
Assignee:			
Category:	Parts		
Target version:			
Version:	1.1.0	Language:	English (US)
Platform:	Linux	Mod Related:	No
Expansion:			

Description

The real physical length of the legs is less than the length of the 3D model, particularly with the medium legs. This makes it difficult or impossible to tell whether your legs are long enough in the editor. And there may be some engines that would work for landers if not for the unavailability of long enough legs.

Also, it just looks bad with the feet buried in the ground.

Screenshots show how much leg ends up clipped into the ground. A screenshot of the small legs, which do not exhibit the problem, is included for comparison.

History

#1 - 04/20/2016 03:37 PM - grey_ghost

Oops, this is essentially a dupe of [#9338](#). Should have looked at the recent bugs.

#2 - 04/21/2016 05:16 AM - orcaman98

- Status changed from New to Duplicate

- % Done changed from 0 to 100

Do you get the same popping thing when raising and lowering? It seems to me like the collider is correct during the animation, and only wrong when locked at full extension. I don't suppose that's the sort of thing likely to be different between Windows and Linux, but I'd still be interested to hear.

#3 - 04/21/2016 02:42 PM - grey_ghost

Yes, the length seems to be correct near the end of the animation, and extending/retracting the legs while landed launches the lander up into the air. I didn't mention that because it wasn't something I'd expect to be able to do safely.

Files

large_landed.png	2.16 MB	04/20/2016	grey_ghost
large_airborne.png	2.21 MB	04/20/2016	grey_ghost
med_landed.png	2.08 MB	04/20/2016	grey_ghost
med_airborne.png	2.26 MB	04/20/2016	grey_ghost
small_correct.png	1.77 MB	04/20/2016	grey_ghost