

Kerbal Space Program - Bug #9477

Landing Legs Positioned Differently and Sink Into Planetary Surface

04/25/2016 12:42 AM - monaro2500

Status:	Needs Clarification	Start date:	04/25/2016
Severity:	Normal	% Done:	0%
Assignee:			
Category:	Physics		
Target version:			
Version:	1.1.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

Two issues. First, my bases are no longer stable as either the position or length of the landing struts are no longer the same as the previous version. This causes the base to sometimes explode. I'm rather disappointed with this bug, as setting up a base takes a considerable amount of time, and now they are unusable.

Second. LT-2 Landing Strut now sinks into the surface of planetary body. This causes issues with current landers now sitting on there engines, or trying to setup a base correctly.

Please see attached images of these issues.

History

#1 - 04/25/2016 06:50 AM - sal_vager

- Severity changed from High to Normal

Hi monaro, the gels sticking in the ground is a visual effect only, the legs support to the same height as before.

I am sorry your base is breaking.

#2 - 04/26/2016 03:44 PM - jwenting

sal_vager wrote:

Hi monaro, the gels sticking in the ground is a visual effect only, the legs support to the same height as before.

I have noticed a lander that in 1.0.5 would sit on the legs now sitting on the engine bell and wobbling because it is balancing. The change is small but there, I'd guess only about a few percent of the length of the LT-1 legs.

So the legs sticking into the ground does more than just a visual effect, it can affect gameplay if your legs are positioned such that prior there would have been very little ground clearance (as in 1.1 that can mean there is no ground clearance).

#3 - 04/26/2016 11:01 PM - monaro2500

I agree with jwenting. This is not just a visual effect. With the legs buried in the ground now creates a deal breaker in gameplay. Not only previously designed landers are landing on their engines or base frames, they also have issues when launching. At times, launching the lander will cause it to blow up as the legs are technically stuck beneath the surface. I've even seen the effect when you initially load onto a screen where there is a lander, and the lander jumps up and re-lands itself. I've got one on Gilly which launches itself, where I have to then wait for it to come down and re-land again. Does this each time I load it.

Now I'm not the only one who is seeing this issue, as it's beginning to be raised across forums.

<http://forum.kerbalspaceprogram.com/index.php?/topic/137870-11-landing-struts-sinking-into-terrain-and-meshes/>

For me, this ends any gameplay until the issue is resolved as I'm having unpredictable events occurring with landers which were perfectly stable in 1.0.5. I think this issue is higher priority than 'Normal'.

#4 - 04/27/2016 08:35 PM - droideka30

- File Feet_turned_up.png added

- File In_ground.png added

- File LT-1_in_flight.png added

- File LT-1_in_ground.png added

monaro2500 wrote:

I agree with jwenting. This is not just a visual effect. With the legs buried in the ground now creates a deal breaker in gameplay... Now I'm not the only one who is seeing this issue, as it's beginning to be raised across forums.

I too have been having problems with the landing legs. (Macbook Pro, OSX 10.11.4) In addition to sinking into the ground, the LT-2 landing struts are showing a strange visual effect when deployed mid-flight. As the legs extend, the feet rotate to their normal deployed state, parallel to the plane of the ground. But as soon as the legs are fully deployed, the feet rotate back up, to this state:



The LT-2 struts rotate to this state within seconds of deployment.

The entire animation: <http://imgur.com/a/rywU6>
I'm not sure if this is just a visual glitch, or if it's related to the gameplay/physics bug.

Either way, when the craft lands, the legs sink about halfway into the ground:



The visual glitch does not occur if the legs start extended from vehicle assembly, but they still sink into the ground.

This also seems to occur with the LT-1 struts, but not with the LT-05 micro struts.





For me, this ends any gameplay until the issue is resolved as I'm having unpredictable events occurring with landers which were perfectly stable in 1.0.5. I think this issue is higher priority than 'Normal'.

I agree, this bug renders standard lander designs non-functional. Working landing legs are a necessity.

#5 - 04/27/2016 08:38 PM - droideka30

- Status changed from New to Confirmed
- % Done changed from 0 to 10

#6 - 04/27/2016 08:40 PM - droideka30

If this bug also occurs on OSX, should I report it as a separate issue, or just mention it here?

#7 - 04/28/2016 11:26 AM - GoSlash27

I have a temporary .cfg edit that solves this problem.

<http://forum.kerbalspaceprogram.com/index.php?/topic/138299-11-stock-landing-gear-bug-fixer/>

Best,
-Slashy

#8 - 07/17/2016 09:47 AM - TriggerAu

- Status changed from Confirmed to Needs Clarification
- % Done changed from 10 to 0

Files

screenshot239.png	945 KB	04/25/2016	monaro2500
screenshot240.png	946 KB	04/25/2016	monaro2500
screenshot241.png	1020 KB	04/25/2016	monaro2500
screenshot242.png	1.07 MB	04/25/2016	monaro2500
screenshot243.png	1.14 MB	04/25/2016	monaro2500
Feet_turned_up.png	1.08 MB	04/27/2016	droideka30

In_ground.png	1.31 MB	04/27/2016	droideka30
LT-1_in_flight.png	1.51 MB	04/27/2016	droideka30
LT-1_in_ground.png	1.2 MB	04/27/2016	droideka30