

Kerbal Space Program - Bug #9587

Physics wobble that amplifies over time till the craft rips itself apart.

04/29/2016 07:34 AM - LordJason

Status:	Duplicate	Start date:	04/29/2016
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Physics		
Target version:			
Version:	1.1.1	Language:	English (US)
Platform:	Linux, Windows	Mod Related:	No
Expansion:			

Description

I carefully looked at other similar bugs (like [#9412](#)), but considering this one only showed up in 1.1.1 (in this specific way) I'm not sure if it's related or not.

This looks to me like the result of a feedback loop in the physics.

These two craft reliably reproduce the problem right on the launchpad. Although this does happen in flight with other craft as well.

I am using Linux But I saw windows users on twitch today having the same problem... So I checked both.

Related issues:

Related to Kerbal Space Program - Bug #9412: physics No damping of oscillatio...

Updated

04/22/2016

History

#1 - 04/29/2016 07:41 AM - LordJason

I've been looking more, and this may be the same as [#9583](#) . But these craft do show the problem without even launching.

#2 - 04/29/2016 11:52 AM - sal_vager

- Related to Bug #9412: physics No damping of oscillations of parts or "strange destructive vibration" bug added

#3 - 04/29/2016 12:01 PM - sal_vager

- File Shake it!.craft added

- Status changed from New to Duplicate

- % Done changed from 0 to 100

It is the same issue as [#9412](#) which is itself a very very old issue going back to early versions of KSP.

Try 6 I-beams (symmetry or not) on an I-beam on a pod (any type).

Unfortunately this appears to be a PhysX bug.

Craft attached for the lazy.

Files

Wobble to death 1_1_1 bug.craft	389 KB	04/29/2016	LordJason
To The Mun Fezzes are cool.craft	975 KB	04/29/2016	LordJason
Shake it!.craft	11.5 KB	04/29/2016	sal_vager