

## Kerbal Space Program - Bug #10075

### Loading a save with solar panels extended on arms/rods causes extreme oscillations

07/01/2016 12:34 AM - Elaskanator

<b>Status:</b>	Updated	<b>Start date:</b>	07/01/2016
<b>Severity:</b>	Normal	<b>% Done:</b>	10%
<b>Assignee:</b>			
<b>Category:</b>	Physics		
<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

Please find more details including 4 examples (3 of them videos) here:

<http://gaming.stackexchange.com/questions/231504/>

Bug has been present since at least December 2014 through 1.1.13 from what I've found (hence I put version as not applicable) and I didn't find it searching here.

#### History

##### #1 - 07/01/2016 12:36 AM - Elaskanator

I meant 1.1.3

##### #2 - 07/17/2016 11:06 AM - TriggerAu

- Status changed from New to Updated

- % Done changed from 0 to 10

Setting updated for confirmation during cleanup

#### Files

2016-06-30 19_33_55-Kerbal Space Program.png	1.46 MB	07/01/2016	Elaskanator
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