

Kerbal Space Program - Bug #10156

Wheels start wobbling from being parked

07/21/2016 03:11 PM - Avera9eJoe

Status:	Closed	Start date:	07/21/2016
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Physics		
Target version:			
Version:	1.1.3	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

This is visible with any setting I set the wheel sliders to. I made a 5 part craft that shows this bug in the simplest way.

To replicate:

0. SAS off
1. Spin vehicle (Q or E)
2. Turn on brakes until the craft stops moving
3. Turn off brakes
4. Vehicle will wobble back and fourth picking up speed each time until it starts slowly spinning again. Should take different amounts of time depending on sliders.

History

#1 - 07/21/2016 04:36 PM - Avera9eJoe

Whoops, spelled **brakes** wrong in step #2...

#2 - 06/17/2019 05:54 PM - Robert.Keech

- Status changed from *New* to *Confirmed*

- % Done changed from 0 to 10

#3 - 06/17/2019 05:55 PM - Robert.Keech

- Status changed from *Confirmed* to *Not a Bug*

- % Done changed from 10 to 0

#4 - 06/17/2019 05:55 PM - Robert.Keech

issue no longer occurs

#5 - 06/17/2019 06:08 PM - Robert.Keech

- Status changed from *Not a Bug* to *Confirmed*

- % Done changed from 0 to 10

#6 - 06/17/2019 06:23 PM - ManeTI

- Status changed from *Confirmed* to *Resolved*

- % Done changed from 10 to 100

#7 - 06/17/2019 07:36 PM - chris.fulton

- Status changed from *Resolved* to *Closed*

Files

Wheel wobble test.craft

26.3 KB

07/21/2016

Avera9eJoe