

Kerbal Space Program - Bug #10321

LT-2 struts overstressed when deploying from belly-on-ground.

08/06/2016 07:46 AM - orcaman98

Status:	New	Start date:	08/06/2016
Severity:	Low	% Done:	0%
Assignee:			
Category:	Physics		
Target version:			
Version:	1.1.3	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

I've attached two craft files, one with the LT-2s positioned low on the core, one high. If transitioning from on-legs to belly-landed such as in picture 2, or vice versa, the legs are likely to explode going when going down, and nearly certain to going up. With the legs high, no problem. Inner sections of the legs hitting the ground? Anyway, awkward position or not, half a ton spread between three struts shouldn't be causing this much trouble.

Winx64 ver 1.1.3.1289

Yes, I've been doing a lot of belly-landing stuff lately.

Files

File Name	Size	Date	Author
no-splode.jpg	465 KB	08/06/2016	orcaman98
Explode-a-strut 1.jpg	462 KB	08/06/2016	orcaman98
Explode-a-strut 3.jpg	539 KB	08/06/2016	orcaman98
Explode-a-strut 2.jpg	468 KB	08/06/2016	orcaman98
Explode-a-strut.craft	17.3 KB	08/06/2016	orcaman98
No-splode.craft	17.4 KB	08/06/2016	orcaman98