

Kerbal Space Program - Bug #10383

Small steerable gear explode if spring/dampener strength is set at 2.0 well before if it is set at 1.0

08/11/2016 05:30 PM - Avera9eJoe

Status:	Not a Bug	Start date:	08/11/2016
Severity:	Normal	% Done:	0%
Assignee:			
Category:	Parts		
Target version:			
Version:	1.1.3	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

**Description**

If you launch a plane above around 6.5 tons and use the small steerable gear set at a spring strength of 2.0, the wheel will explode if you touchdown at anything faster than a couple of m/s vertically. If the spring strength/dampener is set to 1.0 however, it takes far more force to break them. Example craft included. Launch it on the runway and the wheel should instantly explode (It spawn floating due to the landing leg spawn floating glitch).

1. Launch craft, watch as the wheel explodes  
2. Change the front spring strength to 1.0 (default), relaunch and watch as the wheel doesn't explode.

History

#1 - 06/09/2020 07:47 AM - RafaHdz

- Status changed from New to Not a Bug

Built a plane with a weight 2 times higher of the one suggested (15 tons) and set spring strenght at 2 and 3 and gear could stand it.

Files

Ambition - Inquiry and Pioneer wheel explode test.craft	201 KB	08/11/2016	Avera9eJoe
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