

# Kerbal Space Program - Bug #10916

## Physics Warp weakens springs

09/01/2016 09:18 PM - Leibniz

<b>Status:</b>	Not a Bug	<b>Start date:</b>	09/01/2016
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Physics		
<b>Target version:</b>			
<b>Version:</b>	1.1.3	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>			

### Description

I have noticed that physics warp weakens springs relative to gravity. It is most noticeable when everything is static and all the forces ought to balance.

Example: Build and launch the following from the VAB: Stayputnik at the top, X200-32, docked pair of Clamp-O-Trons, another X200-32. Wait for it to settle and then physics warp - the upper Clamp-O-Tron will sink into the lower one.

<http://imgur.com/a/NQQqa>

I suspect that "flapping wings" on a plane is related to this.

The example is static, so physics step size shouldn't be an issue (at x1 the net force is zero; at x2 the net force should be zero for 2 time units). So is this a bug, or is it a deliberate change to prevent explosions during physics warp?

### History

#### #1 - 09/01/2016 09:21 PM - Leibniz

NB This is Bug [#3996](#) updated for 1.1.3.

#### #2 - 11/07/2019 10:21 PM - RafaHdz

- File 2019-11-07 16\_13\_34-Kerbal Space Program.png added

- Status changed from New to Not a Bug

That's how the physics engine works and there's a warning message when Phys warp is activated for the first time letting the player know this kind of issue can happen.

### Files

2019-11-07 16_13_34-Kerbal Space Program.png	870 KB	11/07/2019	RafaHdz
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