

Kerbal Space Program - Bug #12994

Ridge on runway

10/13/2016 07:27 PM - KronicOffender

Status:	Confirmed	Start date:	10/13/2016
Severity:	Normal	% Done:	10%
Assignee:			
Category:	Camera		
Target version:			
Version:	1.2.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

There is a ridge on the runway that will cause small planes to bounce, or even destroy landing gear.

History

#1 - 10/13/2016 07:33 PM - KronicOffender

- File *screenshot1.png* added

#2 - 10/15/2016 02:05 AM - panzer1b

- Status changed from *New* to *Confirmed*

- % Done changed from *0* to *10*

Confirmed on 1.2. Doesn't affect most vehicles/aircraft but it can destroy a few badly designed ones (pretty common when you just barely overload the landing gear and then go over the bump fast enough).

Would be nice to have this fixed as I don't recall it being present in 1.1 or older games (don't quote me on that)...

#3 - 10/20/2016 11:24 PM - KronicOffender

- File *screenshot0.png* added

- File *screenshot1.png* added

The above links seem to be dead, so I re-added the images.

Files

screenshot0.png	862 KB	10/13/2016	KronicOffender
screenshot1.png	937 KB	10/13/2016	KronicOffender
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