

Kerbal Space Program - Bug #13080

Tilted landing gear causes phantom acceleration

10/21/2016 05:08 PM - rudi1291

Status:	New	Start date:	10/21/2016
Severity:	Low	% Done:	0%
Assignee:			
Category:	Physics		
Target version:			
Version:	1.2.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

Landing gear causes phantom acceleration, if tilted to the side and attached radially. NOT on planes, so 'splayed' landing gear wont show this.

Steps to Replicate:

- 1) Load the attached craft
- 2) Launch

Expected: The craft does nothing

Observed: The landing gears cause a rapid acceleration, causing the craft to spin until it falls over.

Notes:

Tested for all landing gear. All landing gear behave like this

Normal wheels DONT behave like this

Doesn't work if the landing gears are facing the same direction, so this can't be exploited for forward movement.

It doesn't matter if the landing gear was attached in symmetry or not, as long as its arranged 'in a circle' (i.e. each landing gear pointing towards the next one)

Seems to be related to 'Spring Strength'. Turning that all the way down causes the landing gear to accelerate backwards

History

#1 - 11/27/2016 09:37 AM - AlffromKerbal

I'm wondering if this is related to [#13276](#) and [#13250](#)

(Another post about this [#13413](#))

Files

screenshot317.png	1.87 MB	10/21/2016	rudi1291
screenshot316.png	2.82 MB	10/21/2016	rudi1291
LY10 splayed.craft	14.9 KB	10/21/2016	rudi1291
screenshot318.png	2.29 MB	10/21/2016	rudi1291