

Kerbal Space Program - Bug #13318

Wheels attached to child part shakes vessel despite of perfect alignment

11/27/2016 12:23 PM - AlffromKerbal

Status:	New	Start date:	11/27/2016
Severity:	Normal	% Done:	0%
Assignee:			
Category:	Physics		
Target version:			
Version:	1.2.1	Language:	English (US)
Platform:	Linux	Mod Related:	No
Expansion:			

Description

1. I build a hvy. weight vehicle, attached structural plates on sides of body, slided them down and closer together. Then i attached wheels to the plates and aligned them.

2. I attached the beam on the plates and slided them outside to align them with the plates. Then i attached wheels to the beam and aligned them to the wheels which are attached to plates.

Putting it on the runway, the vessle is shaking (more a tremble) from side to side until some wheels break. Playing around with damper, springs, autostrut, regid or friction control doesn't help anything.

ShakingDepitePerfectAlignment.gif

History

#1 - 11/27/2016 03:45 PM - AlffromKerbal

Which i forget to write, when i remove those beams with attached wheels or slide them up until the wheels have no or very little ground contact, it's not shaking anymore. Since i need those extra wheels, this vehicle is useless (again time wasted trying to build something interesting).

#2 - 11/27/2016 05:39 PM - AlffromKerbal

After playing around with damper only (reducing strength), it finally works. Always thought that standartsetting of 1 is optimum. On the other hand, why is the whole craft shaking anyway (violating physics gaining so much shaking energy with damper vs. gravity)?

So it seems, less wheels the less damperstrength, so no shaking when removing beams.

Files

ShakingDepitePerfectAlignment.gif	526 KB	11/27/2016	AlffromKerbal
Car-Mining (v1).craft	154 KB	11/27/2016	AlffromKerbal