

Kerbal Space Program - Bug #13413

Everything Slides

12/12/2016 07:32 AM - DefiantZombie

Status:	Duplicate	Start date:	12/12/2016
Severity:	Low	% Done:	100%
Assignee:			
Category:	Physics		
Target version:			
Version:	1.2.2	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			
Description			
Windows x64 (Steam)			
Everything deployed on Kerbin is sliding. Wheeled vehicles with brakes locked on, non-wheeled things, Kerbals.			
This was reported during pre-release and was not carried over properly.			

History

#1 - 12/12/2016 11:51 AM - AlffromKerbal

- Status changed from New to Confirmed
- % Done changed from 0 to 10

Also already documented here:

[#13080](#), [#13250](#), [#13276](#)

#2 - 12/13/2016 05:31 AM - JPLRepo

- Status changed from Confirmed to Duplicate
- Severity changed from High to Low
- % Done changed from 10 to 100

Downgraded to Low as per the priority table here: <http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>
This is not game breaking.

This is also a duplicate see above three reports. Marking as duplicate.