

Kerbal Space Program - Bug #18099

Wheel physics cause veering, rolling, and flipping.

03/17/2018 02:16 PM - krimsalt

Status:	Closed	Start date:	03/17/2018
Severity:	Low	% Done:	100%
Assignee:			
Category:	Physics		
Target version:			
Version:	1.4.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

The problem is just like it says above, the wheel friction is really bad. Planes that have worked from 1.3.1 are now veering and flipping over when landing. Take off is fine, it's the landing that's the issue. It feels like you are landing on a sheet of ice.

This occurs with all planes I've tried, with fixed and retractable landing gear. In addition, the nose tends to bounce a lot after landing, even at low speeds of < 50 m/s.

It is not a problem with wheel alignment, all planes take off in a straight line and maintains a straight course even > 100 m/s on the runway. This is not a problem with wheel base width, when loading these same crafts in a stock 1.3.1 backup, these problems do not occur. This is a problem with the physics.

History

#1 - 03/24/2018 04:48 AM - krimsalt

- File *Bluerunner Mk13.craft* added

Adding videos to illustrate problem along with craft file:

<https://www.youtube.com/watch?v=wJTGLCQh7Nk>

<https://www.youtube.com/watch?v=VMUA1DrkSMM>

#2 - 05/06/2018 09:07 AM - jclovis3

You bounce a lot on the landing. With less fuel, your spring strength is probably way to high and the friction your tires have doesn't stay even from each side. There is another issue right now involving wheel friction on or off the runway without even trying to move that I am posting but I will reference this one to that bug too as this one seems more about in motion stability. I might also decrease the braking strength on the front to 75% of normal.

#3 - 06/27/2019 01:38 PM - Robert.Keech

- Status changed from *New* to *Updated*

- % Done changed from 0 to 10

Issue no longer occurs, used craft provided and landed plane fine

#4 - 06/27/2019 01:38 PM - Robert.Keech

- Status changed from *Updated* to *Resolved*

- % Done changed from 10 to 100

#5 - 06/28/2019 12:21 AM - chris.fulton

- Status changed from *Resolved* to *Closed*

Files

Bluerunner Mk13.craft

50.4 KB

03/24/2018

krimsalt