

Kerbal Space Program - Bug #18380

All Landing Legs and Wheels Inherit Spring-Mass of Previous Vessel

04/04/2018 03:25 PM - Electrocutor

Status:	Closed	Start date:	04/04/2018
Severity:	Low	% Done:	100%
Assignee:			
Category:	Physics		
Target version:	1.4.3		
Version:	1.4.2	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game, Making History		

Description

When you decouple a small, low-mass craft from a large high-mass craft; the smaller craft's leg and wheel springs continue to act as if the current low-mass craft actually is the previous high-mass craft. This results in the small craft being launched dramatically into the air as well as the suspension being unable to compress.

History

#1 - 04/05/2018 02:06 PM - Squelch

- Status changed from New to Being Worked On

- % Done changed from 0 to 30

#3 - 04/09/2018 04:28 PM - jack_mustang

Possibly the same issue as [#18286](#)

#4 - 04/26/2018 11:16 PM - Squelch

- Status changed from Being Worked On to Ready to Test

- Target version set to 1.4.3

- % Done changed from 30 to 80

This should now be fixed.

#5 - 04/30/2018 06:04 PM - Anth12

- Status changed from Ready to Test to Resolved

- % Done changed from 80 to 100

KSP 1.4.2 + MH

KSP 1.4.3 + MH

Resolved

#6 - 07/26/2018 09:45 PM - joshua.collins

- Status changed from Resolved to Closed