

Kerbal Space Program - Bug #19231

Multiple Wheel Issues part 1

06/16/2018 11:04 AM - Azimech

Status:	Ready to Test	Start date:	06/16/2018
Severity:	Low	% Done:	80%
Assignee:			
Category:	Physics		
Target version:	1.7.0		
Version:	1.5.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

Problem: since KSP 1.4 all wheels have too much grip. A return to pre-1.4 values is recommended.

Example: load this car and drive around, compare in KSP 1.3.1 and 1.4.x

Don't forget to activate the jet engines and press the brake once.

You'll also notice one of the other issues: outer wheels jump to their max travel distance when a collider is near.

History

#1 - 06/16/2018 12:13 PM - Azimech

Forgot to mention, this affects all of my published rovers (100+)

#2 - 12/14/2018 08:46 AM - Azimech

- Version changed from 1.4.3 to 1.5.1

#3 - 01/12/2019 09:18 AM - Nigel

- File deleted (771- Lowell Gandini 1.0.craft)

#4 - 04/11/2019 07:56 PM - chris.fulton

- Status changed from New to Confirmed

- % Done changed from 0 to 10

#5 - 04/11/2019 07:56 PM - chris.fulton

- Status changed from Confirmed to Ready to Test

- Target version set to 1.7.0

- % Done changed from 10 to 80

Changes have been made to 1.7, moving to RTT. Can you check if this is fixed?

#6 - 06/14/2019 08:55 AM - Ruedii

Wheel defaults feel better. than 1.5 and 1.6

Brakes seem to high by default as a result.

Even with friction override set to 5 on most wheels, the brakes lock the wheels making the wheels lose friction and skid on almost all wheels. You have to set brakes much lower (between 20 and 50 depending on the exact nature of the wheel) to get proper braking. I suspect what is now 25 or 30 would be an ideal braking level, although I wouldn't be opposed to bringing 100 all the way down to what 20 is now by default so long as the tweakable cap is increased to somewhere between 200 and 400 to provide a high maximum.

Personally I think the grip should be low by default and players should be allowed to increase the friction override if they feel it desirable.

As a note, the entire behavior of the fixed landing gear is entirely awful in all aspects. Spring too soft, damper too soft, brakes too high. Across the board a disaster.

Files

rov skid test 1.craft.zip

3.03 KB

10/08/2019

Technicalfool