

# Kerbal Space Program - Bug #19232

## Multiple Wheel Issues part 2

06/16/2018 11:54 AM - Azimech

<b>Status:</b>	Not Fixed	<b>Start date:</b>	06/16/2018
<b>Severity:</b>	Low	<b>% Done:</b>	50%
<b>Assignee:</b>			
<b>Category:</b>	Physics		
<b>Target version:</b>	1.7.0		
<b>Version:</b>	1.5.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

### Description

Bug: Collider near a wheel makes the model move to its max travel distance.

I have over 100 vehicle designs and this disrupts a lot of them. Would be excellent if it could be fixed.

### History

#### #1 - 12/14/2018 08:47 AM - Azimech

- Version changed from 1.4.3 to 1.5.1

#### #2 - 04/11/2019 07:51 PM - chris.fulton

- Status changed from New to Confirmed

- % Done changed from 0 to 10

#### #3 - 04/11/2019 07:51 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 wheels recently, moving this bug to RTT and can you check it in 1.7?

#### #4 - 05/11/2019 11:06 PM - Anonymous

- File closeFender.jpg added

- File closeFender.craft added

- Status changed from Ready to Test to Not Fixed

- % Done changed from 80 to 50

Probably this bug refers to what the attached 'closeFender.craft' demonstrates.

When another part gets close to the ground-interacting part of the wheel, the suspension contracts fully. The attached craft has an aileron at the closest tolerable distance, so actuating the aileron shows the suspension jump from one position to the other. The wheel physics is not affected, the craft stays level, but the model moves.

This retraction of the suspension started to happen sometime between version 1.3.1 and 1.6.1.

### Files

screenshot1393.png	1.12 MB	06/16/2018	Azimech
closeFender.jpg	48.7 KB	05/11/2019	Anonymous
closeFender.craft	11.3 KB	05/11/2019	Anonymous