

## Kerbal Space Program - Bug #19402

### Exploding Struts and Wheel Damage when Docking/Undocking

07/12/2018 05:53 AM - XLjedi

<b>Status:</b>	Closed	<b>Start date:</b>	07/12/2018
<b>Severity:</b>	Low	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>	1.5.0		
<b>Version:</b>	1.4.4	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game, Making History		

#### Description

Another example of a bug that I believe came along with the change to the new Unity engine in 1.4. Again, the parts are very prone to exploding and/or taking damage now where in prior versions it was not a problem. Similar to my other bug report related to parts getting damaged when exiting Mk3 Cargo Bay doors.

In this case, if you dock/undock with a vehicle on the ground...

- 1) Landing Struts in contact with the ground tend to explode
- 2) Wheels in contact with the ground will take damage

The dock/undock can be triggered with any associated parts: Docking Ports, Claw Grabbing Unit, even entering/leaving the External Command Chair

In this example video, I have a very simple craft with an External Command Chair.

<https://youtu.be/0-hYURMqbbk>

You'll notice as I enter and leave the command chair, the struts in contact with the ground instantly explode, and the large wheels progressively take damage until eventually all 6 are destroyed down to the rims.

The example craft file in the video is provided as an attached file.

#### History

##### #1 - 07/12/2018 08:53 PM - bewing

- Status changed from New to Investigating

- % Done changed from 0 to 20

##### #2 - 07/13/2018 09:18 AM - dok\_377

Can also confirm this bug for wheels from Making History. On docking they immediately explode having just a slight amount of load on them, and they break any time kerbals try to board/disembark from a seat. It seems like all the wheels susceptible to this bug in one way or another.

##### #3 - 10/15/2018 06:36 PM - joshua.collins

- Status changed from Investigating to Ready to Test

- Target version set to 1.5.0

- % Done changed from 20 to 80

Please recheck in 1.5.0

##### #4 - 12/08/2018 06:24 AM - Anonymous

- Status changed from Ready to Test to Resolved

- % Done changed from 80 to 100

1.5.1

##### #5 - 12/13/2018 12:55 AM - joshua.collins

- Status changed from Resolved to Closed

**Files**

---

Exploding_Struts_and_Wheels.craft	28.8 KB	07/12/2018	XLjedi
-----------------------------------	---------	------------	--------