

# Kerbal Space Program - Bug #19491

## Dampener and Springiness values when loading in a rover

08/07/2018 04:34 AM - krimsalt

<b>Status:</b>	Ready to Test	<b>Start date:</b>	08/07/2018
<b>Severity:</b>	Low	<b>% Done:</b>	80%
<b>Assignee:</b>			
<b>Category:</b>	Physics		
<b>Target version:</b>	1.12.0		
<b>Version:</b>	1.4.5	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

### Description

When you modify the dampener and spring strength of rover wheels, the changes are not loaded in upon going to the craft via tracker or reloading a quicksave.

Steps: Launched and landed Little Runner II (see attached) on Minmus (under its default name) with spring/dampeners set to default value. Rover bounces around and is generally uncontrollable (NOTE: SAS, and reaction wheels are turned OFF)

Next, modified Spring strength to 0.15 and dampeners to 1.80. Launched and landed same rover on Minmus (under the name Ichiban). The rover drove like a dream, able to reach speeds of 10m/s without flipping over or bouncing.

Then, saved and reloaded Ichiban later, noticed that the vehicle bounced around as if spring and dampeners are at default values. i.e. Ichiban now drives no different than Little Runner II despite prior to reloading craft both vehicles driving vastly different. Note the persistent.sfs still shows the dampener and spring values at 1.8 and 0.15.

How to reproduce:

(1) Go to VAB, launch Little Runner II. Make sure dampener and spring strength is set to values above. Note only middle wheel has active motor. (2) Land on Minmus, experience amazing driving. (3) Save, go to KSC, reload craft and notice bouncing

### History

#### #1 - 08/07/2018 04:36 AM - krimsalt

Note only mods are Kerbal Engineer, and cosmetic mods (SVE, EVE, Scatterer)

#### #2 - 08/09/2018 03:31 PM - krimsalt

I now attempted to try with 4 wheels instead of 6. I put a new rover on Minmus and the rover worked perfectly. High dampen, low springiness, I was able to climb up the slope to get science and drive around. Then I loaded the rover from the KSC to do another contract and it's acting up like this. It only does this on Minmus, my Mun rovers are still fine

Normal acting: <https://youtu.be/fk9YRGuHOak>

The EXACT SAME vehicle loaded up later: <https://youtu.be/EkWT5sIndDI>

#### #3 - 09/04/2018 02:02 PM - Tomator

This is related to issue [#19427](#) and the problem applies to other gears and landing legs as well. Please vote as relevant to attract Squad's attention (hope it does).

I'm in the middle of the mission to establish base on Ike. While the base must be on motorized wheels I doubt it will satisfy the requirement of keeping stability for 10s before this bug is resolved (unless Ike's gravity is much more stabilizing than the on of Minmus).

#### #5 - 06/24/2021 10:55 PM - victorr

- Status changed from New to Ready to Test

- Target version set to 1.12.0

- % Done changed from 0 to 80

We have made some changes in this last 1.12.0 release and would like some feedback on this issue. Thanks.

### Files

Little Runner II.craft  
persistent.sfs

95.6 KB  
1.5 MB

08/07/2018  
08/07/2018

krimsalt  
krimsalt