

Kerbal Space Program - Bug #20682

landing gear kick back when fully compressed

12/16/2018 01:01 AM - Anonymous

Status:	Closed	Start date:	12/16/2018
Severity:	Low	% Done:	100%
Assignee:			
Category:	Physics		
Target version:	1.7.2		
Version:	1.6.0	Language:	English (US)
Platform:	Linux, Windows	Mod Related:	No
Expansion:	Core Game		

Description

- 1) Start the scenario "Exploring Gilly"
- 2) switch to the larger craft 'JulesVerne'
- 3) hold A and S to tip the craft 30° onto one leg
- 4) let the craft stabilize, the strut auto-adjusts to hold the weight
- 5) hold W and D to tip the craft in 30° in the opposite direction

The new landing leg had been unloaded, and seems to have spring and damper adjusted downwards.

The momentum of the craft rotating onto the leg compresses it fully, and when it hits the stop the leg kicks back enough to launch the craft 10m/s

I do not think anyone is having difficulty landing on Gilly; the light gravity merely makes strange behavior slower and easier to see. The user annoyance from this would be if it is a mechanism for the jittery style of wheel bouncing.

The configuration `useAutoBoost=false` removes the kick, and was also helpful with a real users's jittery bouncing (see mod at <https://github.com/pilnomi/KillBob>)

History

#1 - 12/25/2018 02:37 PM - Anth12

- File Kick Back Bug Default.craft added
- File Landing Leg Kick Back Bug.sfs added
- File Kick Back Bug Work Around.craft added
- File Landing Leg Kick Back Work Around.sfs added
- Status changed from New to Confirmed
- % Done changed from 0 to 10

Issue Confirmed in first video:

<https://youtu.be/CDWruOHL8RM>

Landing Leg Kick Back Bug.sfs and Kick Back Bug Default.craft were used for the first video.

Possible Work Around:

1. Limit the legs ranges to stop moving to maximum compression point somehow via code or colliders
2. Have some sort of deadzone like a steering wheel where the kickback would normally activate

Second Video shows a work around using the craft file: Kick Back Bug Work Around.craft

<https://youtu.be/Dxw-K28vLOE>

Landing Leg Kick Back Work Around.sfs was used for second video.

#2 - 12/25/2018 02:45 PM - Anth12

I thought I had set this to 1.6.0 which I now cant

#3 - 12/25/2018 02:46 PM - Anth12

- Subject changed from landing gear kick back when fully compressed to landing gear kick back when fully compressed (Please update to 1.6.)

#4 - 01/03/2019 08:55 PM - joshua.collins

- Version changed from 1.5.1 to 1.6.0

#5 - 01/04/2019 08:58 AM - Anth12

Thanks

#7 - 01/12/2019 09:28 AM - Nebbie

- File screenshot1105.png added

- Platform Linux added

Still happening in 1.6.1. It actually did it while I was yawing left and pitching down (step 3).

#8 - 06/09/2019 03:16 PM - Anonymous

- Subject changed from landing gear kick back when fully compressed (Please update to 1.6.) to landing gear kick back when fully compressed

#9 - 06/12/2019 07:55 PM - chris.fulton

- Status changed from Confirmed to Ready to Test

- Target version set to 1.7.2

- % Done changed from 10 to 80

Several Changes and bug fixes have been made, moving this bug to RTT and can you check it in 1.7.2.2555?

#10 - 06/16/2019 04:52 AM - Anonymous

- Status changed from Ready to Test to Not Fixed

- % Done changed from 80 to 50

The behavior is the same as in version 1.6

#11 - 11/24/2019 04:55 AM - Anonymous

- Status changed from Not Fixed to Resolved

- % Done changed from 50 to 100

Version 1.8.1, presumably because of the new Unity engine, now has reasonable behavior when we bottom out landing legs. They act as if they hit a hard stop, and the rebound is slower than the descent into that stop.

#12 - 01/24/2020 12:47 AM - chris.fulton

- Status changed from Resolved to Closed

Files

kick.jpg	53.7 KB	12/16/2018	Anonymous
Kick Back Bug Default.craft	23.8 KB	12/25/2018	Anth12
Landing Leg Kick Back Bug.sfs	57.1 KB	12/25/2018	Anth12
Kick Back Bug Work Around.craft	32.9 KB	12/25/2018	Anth12
Landing Leg Kick Back Work Around.sfs	68.7 KB	12/25/2018	Anth12
screenshot1105.png	2.34 MB	01/12/2019	Nebbie