

Kerbal Space Program - Bug #20765

Rovemax Model M1 Wheels Vibrating Until Breaking In Certain Situations

12/27/2018 07:23 AM - IronTomato

Status:	New	Start date:	12/27/2018
Severity:	Low	% Done:	0%
Assignee:			
Category:	Physics		
Target version:			
Version:	1.6.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

The Rovemax Model M1 Wheels on my rover on Eve vibrate until they pop after I decouple the strut on which I placed my parachutes. While it is still attached, the rover can drive around fine, but once I detach it all of the wheels instantly break. At first I thought that the force from the decoupler is pushing the rover into the ground and popping them. However, when I use Hack Gravity to reduce the gravity, decouple the parachute apparatus, and then slowly turn the gravity back up to normal, the wheels will still vibrate in place until they pop. When I turn off crash damage, the rover jumps in place until it eventually flips over. Lowering the spring and dampers of all of the wheels to very low values can also prevent this, but it happens again when they are changed back.

I am not using any mods.

History

#1 - 12/27/2018 07:31 AM - IronTomato

This does not happen on Kerbin.

Files

quicksave.sfs	966 KB	12/27/2018	IronTomato
quicksave.loadmeta	395 Bytes	12/27/2018	IronTomato