

## Kerbal Space Program - Bug #20928

### Undocking something from a Rover can damage or destroy the wheels on the Rover

01/13/2019 01:53 AM - Anth12

<b>Status:</b>	Closed	<b>Start date:</b>	01/13/2019
<b>Severity:</b>	Low	<b>% Done:</b>	100%
<b>Assignee:</b>	Robert.Keech		
<b>Category:</b>	Physics		
<b>Target version:</b>	1.7.0		
<b>Version:</b>	1.6.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

#### Description

Steam KSP 1.6.1 + MH 1.6.1 Clean Install  
Windows 10

What happens:

Undocking something small from a Large Rover with wheels can damage or destroy the wheels.

#### How to reproduce total destruction of wheels:

1. Load Undocking Bug Craft Save.sfs
2. Stage the undocking.

Result will be the total destruction of the wheels

#### How to reproduce damage of the wheels:

1. Load Undocking Bug Craft Save.sfs
2. Jettison Tank Contents of all the tanks
3. Stage the undocking.

Result will be 2 wheels are damaged and the other two are ok.

Notes:

Two Equally docked sized crafts dont have the same issue.

Damage and Destruction appear to be directly related to how much the Rover weighs on undocking.

Problem appears to apply to wheels and not landing gear or landing legs.

Important:

Testing this on the Runway or Launch Pad will not damage or destroy the wheels. A craft must be away from either

#### History

##### #2 - 03/04/2019 07:22 AM - Anth12

Related to [#21432](#)

##### #3 - 11/08/2019 03:10 PM - Robert.Keech

- Status changed from New to Confirmed

- Assignee set to Robert.Keech

- % Done changed from 0 to 10

##### #4 - 11/08/2019 03:10 PM - Robert.Keech

- Status changed from Confirmed to Being Worked On

- % Done changed from 10 to 30

##### #5 - 11/08/2019 03:12 PM - Robert.Keech

- Status changed from Being Worked On to Ready to Test

- Target version set to 1.7.0

- % Done changed from 30 to 80

This was fixed in 1.7.0, marking as RTT, can you please retest this in the latest build and confirm if it is fixed or if it is still occurring.

**#6 - 11/08/2019 05:18 PM - Anth12**

- *Status changed from Ready to Test to Resolved*

- *% Done changed from 80 to 100*

Resolved. Nice. The other one is fixed too

**#7 - 01/18/2020 02:41 AM - chris.fulton**

- *Status changed from Resolved to Closed*

**Files**

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Undocking Bug Craft Save.sfs	72.7 KB	01/13/2019	Anth12
Dock Bug Craft.craft	37.9 KB	01/13/2019	Anth12