

Kerbal Space Program - Bug #21432

Wheel Physics Issue and Decoupling/Undocking/Docking has been a major problem since 1.4.3

03/03/2019 12:57 AM - Anth12

Status:	Closed	Start date:	03/03/2019
Severity:	Low	% Done:	100%
Assignee:	Robert.Keech		
Category:	Physics		
Target version:	1.7.1		
Version:	1.7.0	Language:	English (US)
Platform:	OSX, Windows	Mod Related:	No
Expansion:	Core Game		

Description

KSP 1.4.2, 1.4.3, 1.5.1, 1.6.1

Issue:

Since 1.4.3 A craft will bottom out on the suspension or bounce when Decoupling/Undocking/Docking causing damage to the wheels or even outright destroying them.

Every bug fix since 1.4.3 and wheels seem to have avoided this issue, I have tested this with small rovers to show whats happening and I have Hacked Gravity to 0.44 to attempt to show how the suspension drops at times.

Also note that they act a little differently at times when reloading a quicksave.

Proof:

Videos:

1.4.2 <https://youtu.be/98fOYPNVWxU>

1.4.3 <https://youtu.be/-pL5-bUKytY>

1.5.1 <https://youtu.be/2G4JVL5-CuQ>

1.6.1 https://youtu.be/TMWFYCd_rUk

Note how 1.4.2 is almost perfect on docking, and perfect on undocking.

All other versions shouldnt be affecting the wheels/suspension at all but are for some reason.

I am pretty sure this is what has been damaging the wheels on decouple/docking/undocking over the versions going from 1.4.3 to 1.6.1.

KSC screen save 1_4_2.sfs was created in 1.4.2 and was used for all the testing for this report.

Note that quick loading does cause the wheels to act differently after the first one for some reason so repeatedly reloading it will cause a different results but the movement will always be there.

Tell me if you want any other testing to be done.

History

#1 - 05/04/2019 07:07 PM - cpcallen

- File Mobile Base Dev.craft added

- Version changed from 1.6.1 to 1.7.0

- Platform OSX added

This appears to be bug [#19343](#) again, which, despite being marked closed, is pretty obviously still not fully fixed.

See attached craft: in 1.7.0, uncoupling any of the Jr. docking ports causes explosions.

#2 - 11/08/2019 03:19 PM - Robert.Keech

- Status changed from New to Confirmed

- Assignee set to Robert.Keech
- % Done changed from 0 to 10

#3 - 11/08/2019 03:19 PM - Robert.Keech

- Status changed from Confirmed to Being Worked On
- % Done changed from 10 to 30

#4 - 11/08/2019 03:19 PM - Robert.Keech

- Status changed from Being Worked On to Ready to Test
- Target version set to 1.7.1
- % Done changed from 30 to 80

Retested in 1.8.1 and this issue is no longer occurring, undocking is no longer causing wheels to become damaged. Please can you retest this in the latest build and confirm that this is fixed or if this is still occurring.

#5 - 11/08/2019 05:25 PM - Anth12

- Status changed from Ready to Test to Resolved
- % Done changed from 80 to 100

Thats way better. Not jumping into the air at all. Resolved

#6 - 01/18/2020 02:41 AM - chris.fulton

- Status changed from Resolved to Closed

Files

KSC screen save 1_4_2.sfs	80.5 KB	03/03/2019	Anth12
Mobile Base Dev.craft	306 KB	05/04/2019	cpcallen