

# Kerbal Space Program - Bug #21886

## 1.1.3 - 1.7.0 Landing Legs Causes Landers to not drop onto the ground correctly

04/15/2019 05:09 AM - Anth12

<b>Status:</b>	New	<b>Start date:</b>	04/15/2019
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Physics		
<b>Target version:</b>			
<b>Version:</b>	1.7.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

### Description

If landing on an angle the craft wont drop onto all of the landing legs even without reaction wheels being on or attached.

#### Pictures:

LT-05 + LT-2: Have no reaction wheels (I decoupled them) and no SAS on (though that shouldn't matter) and they aren't dropping down to the ground as they should.

They actually act like they are being affected by reaction wheels when there aren't any.

No Landing Legs: Uses octtags as legs. This drops onto the ground as they should.

#### Save:

Quicksave has this shown with the LT-2 craft.

#### Work Around:

Dont use landing legs.

Credit: Twitch Community who send bugs my way to flesh out who is Some1Gee in this case

### History

#### #1 - 04/15/2019 05:46 AM - Anth12

- File quicksave V113.sfs added

This is another quick save from testing with 1.1.3.

Playing around with the reaction wheels before turning them off will show this issue has been there at least since 1.1.3

I no longer have 1.0.5 and steam doesnt revert to that version when I set it to, so i am not sure if 1.1 was when this first started happening or not.

#### #2 - 04/15/2019 05:46 AM - Anth12

- Subject changed from *Landing Legs Causes Landers to not drop onto the ground correctly* to *1.1.3 - 1.7.0 Landing Legs Causes Landers to not drop onto the ground correctly*

### Files

LT-05 on Mun.png	1.5 MB	04/15/2019	Anth12
LT-2 on Mun.png	1.73 MB	04/15/2019	Anth12
No Landing Legs.png	1.62 MB	04/15/2019	Anth12
quicksave.sfs	303 KB	04/15/2019	Anth12
quicksave V113.sfs	75.6 KB	04/15/2019	Anth12