

## Kerbal Space Program - Bug #22698

### It is possible to compress a piston beyond minimal length

05/31/2019 09:40 AM - DV-13

<b>Status:</b>	Closed	<b>Start date:</b>	05/31/2019
<b>Severity:</b>	Low	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Parts		
<b>Target version:</b>	1.7.2		
<b>Version:</b>	1.7.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Breaking Ground		

#### Description

Unmotorized pistons can be compressed to negative length if under heavy load with a radially attached part, which causes some wild behavior.

Steps to reproduce:

1. Place something heavy
2. Radially attach a piston
3. Remove motor from it
4. Add something to piston to stay on the ground

Video demonstration: [https://youtu.be/yMGk2\\_ZTNYo](https://youtu.be/yMGk2_ZTNYo)

#### History

##### #1 - 06/12/2019 07:33 PM - DV-13

Fixed in 1.7.2

##### #2 - 06/12/2019 07:54 PM - chris.fulton

- Status changed from New to Ready to Test

- Target version set to 1.7.2

- % Done changed from 0 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?

##### #3 - 06/12/2019 09:15 PM - DV-13

- Status changed from Ready to Test to Resolved

- % Done changed from 80 to 100

Pistons still compress, but just barely and don't cause any wild behavior.

##### #4 - 06/12/2019 10:23 PM - chris.fulton

- Status changed from Resolved to Closed