Kerbal Space Program - Bug #22698

It is possible to compress a piston beyond minimal length

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

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

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