

## Kerbal Space Program - Bug #23189

### Wheels explode when decoupling side thingy and wheels break when exiting liquid

07/16/2019 01:02 AM - MoabMauler5000

<b>Status:</b>	New	<b>Start date:</b>	07/16/2019
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Physics		
<b>Target version:</b>			
<b>Version:</b>	1.7.3	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

#### Description

So I was landing a rover on Eve, and to do so I had these parachute thingies on the side so I could decouple them after landing. When decoupling, however, the wheels break (the type of breaking where they're still there but they look dented and no longer function) and the mission is ruined. What's weird is that it only happens when the rover is landed on the ground. It decouples fine when floating in a liquid, and it decouples fine while airborne (but I'm trying to *land* it, so I kind of need the parachutes until it's already on the ground). I'm using the RoveMax Model S2. I know that those wheels are the weakest wheels, but I'm fairly sure they're not supposed to be *that* weak.

So, what I do is land near an ocean of Eve, drive into the liquid, decouple the parachutes while floating, and sort of crawl my way back to where my wheels can touch the ground and drive forward. Everything works fine up until then, but for some reason, once I get close enough to leaving the liquid, the wheels/rover begin to randomly bounce up and down, and at some point, the wheels either just break, or the entire rover gets thrown up into the air.

I don't know why the wheels take in tons of stress when decoupling to begin with, but I have a hypothesis that could explain why the craft gets thrown up. I think that when the wheels transform into the broken state, something causes the wheels to slightly clip into the ground, and then when the game realizes that they shouldn't be there, it throws the craft up. What's really weird is why the same thing happens when I exit the liquid. Maybe when the parachute pod thing decouples while the rover is floating, it adds tons of stress to the wheels (still don't know why), but the stress is only "applied" when the rover is on land, which causes the same wheels-breaking-and-rover-going-into-the-air effect. I've uploaded some videos of the bug to Youtube. Squad pls fix.

VIDEOS: <https://www.youtube.com/watch?v=KoRk6XMNvM0x%x%>  
<https://www.youtube.com/watch?v=KoRk6XMNvM0x%x%>

I'm sorry that it was split into two videos my game crashed lol.