Kerbal Space Program - Bug #23284

Crashes at low speeds between wheels causes ilogical speed up of parts

07/30/2019 07:47 PM - maxisalamone@gmail.com

Status:	Need More Info	**Start date:**	07/30/2019
Severity:	Low	**% Done:**	0%
Assignee:	victorr		
Category:	Physics		
Target version:			
Version:	1.7.3	**Language:**	English (US)
Platform:	Windows	**Mod Related:**	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

This happens at low gravity environments (lke in my case). I crashed 2 vehicles wheel to wheel (7 tons, 21 tons) at 1.5 m/s, which caused one of them to jump up nearly 200 mts. This effect was seen at least twice.

History

#1 - 10/31/2019 10:02 PM - victorr

- Status changed from New to Need More Info

- Assignee set to victorr

Thank you for this report.

Could you please let us know if you were running any mod at the time?

Also, it would be great if you could provide a save file/folder so we can see the ships. Thanks.