

Kerbal Space Program - Bug #23398

Bug #22698 remains in the game, pistons can be compressed to negative length

08/21/2019 11:16 PM - agg

Status:	Closed	Start date:	08/21/2019
Severity:	Low	% Done:	100%
Assignee:			
Category:	Parts		
Target version:	1.8.0		
Version:	1.7.3	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground		
Description			
Under high forces (such as holding an inflatable heat shield on re-entry), the large telescoping piston can compress to very negative lengths, in at least the tens of meters, producing bizarre and unphysical results - if hard to reproduce try slowly varying the target extension length of the piston.			

History

#1 - 08/21/2019 11:18 PM - agg

- File 20190821190520_1.jpg added
- File deleted (20190821190520_1.jpg)

#2 - 10/18/2019 07:31 PM - victorr

- File Piston compressed to minimum by heatshield.png added
- Status changed from New to Ready to Test
- Target version set to 1.8.0
- % Done changed from 0 to 80

We've made some changes in the latest version and would like some feedback on this issue. Thanks.

#3 - 02/21/2020 01:33 AM - chris.fulton

- Status changed from Ready to Test to Resolved
- % Done changed from 80 to 100

#4 - 02/21/2020 01:33 AM - chris.fulton

- Status changed from Resolved to Closed

Files

20190821190804_1.jpg	161 KB	08/21/2019	agg
20190821190842_1.jpg	132 KB	08/21/2019	agg
20190821190520_1.jpg	223 KB	08/21/2019	agg
Piston compressed to minimum by heatshield.png	2.6 MB	10/18/2019	victorr