

## Kerbal Space Program - Bug #23972

### Surface collisions on physics start

10/18/2019 11:47 PM - AstroBalrog

<b>Status:</b>	Moot	<b>Start date:</b>	10/18/2019
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>	AstroBalrog		
<b>Category:</b>	Physics		
<b>Target version:</b>	1.8.0		
<b>Version:</b>	1.8.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Breaking Ground, Core Game, Making History		

#### Description

Reopening this issue: I just landed my first Mun lander; I turned OFF the reaction wheel and the probe core's torque. I switched to a com sat, then switched back to the lander. The lander's navball prograde indicator started shaking all over, then the lander dove to one side and fell over.

#### History

##### #1 - 10/19/2019 09:40 AM - AstroBalrog

- Status changed from New to Moot
- Assignee set to AstroBalrog
- Target version set to 1.8.0

PLEASE CANCEL THIS....

OMG! This is what happens when you're tired, and don't realize that you only put 3 landing legs on your lander, and it fell over because the engineer was being an idiot...

FYI: I did just spend over an hour testing physics with various Mun landers - large and small, with and without landing legs. I started with a clean KSP install, and added mods one-at-a-time, launched and went to the landers to see what they did. I then loaded my lander from my career mode (the one that fell over) and JUST launched the lander... which fell over on the launchpad... <HEAVY sigh>

##### #2 - 10/19/2019 09:45 AM - AstroBalrog

I really wish KSP had Surveyor-like landing legs. Surveyor\_lander.png