

Kerbal Space Program - Bug #23990

Space craft shack violently on gilly

10/20/2019 08:22 AM - brianwong007

Status:	Resolved	Start date:	10/20/2019
Severity:	Low	% Done:	100%
Assignee:	just_jim		
Category:	Physics		
Target version:	1.12.0		
Version:	1.8.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game, Making History		
Description			
Here's the video blob: https://giphy.com/7bac52f3-643c-4c9d-89a7-e585249ef7c2			

History

#1 - 10/20/2019 08:37 AM - Anth12

Link doesnt work.

Adding a quick save would help

#2 - 10/20/2019 09:27 AM - brianwong007

<https://media.giphy.com/media/dayHAWRc7eCYARoPIZ/giphy.gif>

new link

#3 - 10/20/2019 09:28 AM - brianwong007

brianwong007 wrote:

Here's the video

<https://media.giphy.com/media/dayHAWRc7eCYARoPIZ/giphy.gif>

#4 - 10/20/2019 11:04 AM - Anth12

Quick Save would be good as well. I put a craft on gilly but that shaking didnt happen.

I actually suspect 2 problems.

1. The craft is shaking around a bit
2. The terrain texturing is also shaking around.

Possible reason for the legs is that they look to have been attached and then angled out

#5 - 10/20/2019 12:51 PM - SiWalder

As Far as I can tell, it appears to be on all planets including Kerbin. After Landing a craft the ground texture shakes.

#6 - 10/20/2019 02:43 PM - Anth12

Last time I saw that I F5 then F9....then it stopped doing it.

Problem with the gif is its too small to show the terrain shaking because of the landing gear shaking around in this case

#7 - 10/23/2019 01:03 PM - Anth12

Added a new bug report that only covers the terrain issue, probably related but the craft isnt shaking, and my bug report mentions atmosphere [#24061](#)

#8 - 10/24/2019 04:22 PM - victorr

- Assignee set to victorr

#9 - 10/24/2019 04:25 PM - victorr

- Status changed from New to Confirmed

- % Done changed from 0 to 10

#11 - 10/24/2019 06:02 PM - just_jim

- Project changed from Kerbal Space Program to KSP Release

- Category changed from Physics to Physics

- Assignee changed from victorr to just_jim

- Resolve when Fixed On set to Single Reported Platform

- Language deleted (English (US))

#13 - 10/24/2019 06:06 PM - just_jim

- Project changed from KSP Release to Kerbal Space Program

- Category changed from Physics to Physics

- Resolve when Fixed On deleted (Single Reported Platform)

- Language English (US) added

#16 - 06/24/2021 11:11 PM - victorr

- Status changed from Confirmed to Ready to Test

- Target version set to 1.12.0

- % Done changed from 10 to 80

We have made some changes in this last 1.12.0 release and would like some feedback on this issue. Thanks.

#17 - 08/06/2021 07:03 PM - Technicalfool

- Status changed from Ready to Test to Resolved

- % Done changed from 80 to 100

This should now be fixed. Please let us know if it isn't!