

Kerbal Space Program - Bug #24218

Breaking Ground Hydraulic Cylinders and Landing Legs connected cause shaking issues in 1.7.3 and worse shaking in 1.8.0

10/26/2019 06:55 AM - Anth12

Status:	Confirmed	Start date:	10/26/2019
Severity:	Low	% Done:	10%
Assignee:			
Category:	Parts		
Target version:			
Version:	1.8.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game		

Description

KSP 1.7.3 MH + BG (No Mods)
KSP 1.8 MH + BG (No Mods)

1.7.3 Landing Gear Attached to the end of pistons will shake under load
1.8.0 Landing Gear Attached to the end of pistons will shake a lot more destroying the legs/pistons/craft

How to reproduce:
Load the supplied craft in 1.7.3
Load the supplied craft in 1.8.0

Work Around:
Reduce Dampening to zero to reduce the problem to a large extent.

For crafts that land on terrain that isn't entirely flat, using this configuration would be very useful.

Note: Just having the legs attached are completely stable.

History

#1 - 11/14/2019 04:35 PM - Kirk

Noticed the same thing in a plane where the wheels were attached to a robotic part, although the robotic part was a turboshaft and the wheels were attached to its base...

#2 - 01/18/2020 07:57 AM - abc

- Status changed from New to Confirmed
- % Done changed from 0 to 10

This is related to bug [#24614](#) (legs with hinges and LT-1 Landing Struts) and bug [#19427](#) (similar thing with the LY-01 Fixed Landing Gear). I'm seeing this in 1.8.1, although bug [#19427](#) reports the LY-01 working in 1.8.1. I also found that just a OKTO and 4x LT-1 or LT-2 (but not LT-05) will bounce endlessly (but not jump). I also confirm that the leg base of this craft without the tank or the same with LT-1 is stable (even with an OKTO added in place of the tank) so I guess it isn't just any use of the LT-1 or LT-2.

#3 - 03/17/2021 08:06 PM - AustinTylerDean

Please raise the severity level. Using hydraulics with landing legs is a consistent design for me. This definitely hasn't been addressed.

#4 - 03/18/2021 12:20 PM - Anth12

I recommend extending and then lock them.
Locking them will allow the autostrut from heaviest part to get to the true heaviest part and stabilize the craft (hopefully)

Lock before you land, they can have issues when under force/strain

Files

Hydraulic Cylinder Landing Leg.craft	31.8 KB	10/26/2019	Anth12
screenshot4.png	996 KB	10/26/2019	Anth12