

Kerbal Space Program - Bug #24411

Landing legs jump after loading craft or exiting time warp

11/22/2019 11:42 AM - Kirk

Status:	Need More Info	Start date:	11/22/2019
Severity:	Low	% Done:	0%
Assignee:			
Category:	Physics		
Target version:			
Version:	1.8.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game		

Description

Every time I visit my Minmus miner it jumps into the "air". Every time I then enter and exit timewarp it jumps again.

The landing legs are the level 2 ones.

History

#1 - 05/22/2020 03:26 PM - Robert.Keech

- Status changed from New to Need More Info

Please attach a save where the issue is occurring and a video of the issue happening