

Kerbal Space Program - Bug #24848

Wheels Sliding Across the Mun (1.9.0) Multiple Wheel Types

02/13/2020 03:31 PM - gword256

Status:	Resolved	Start date:	02/13/2020
Severity:	Low	% Done:	100%
Assignee:			
Category:	Physics		
Target version:	1.9.1		
Version:	1.9.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

Originally took this video with some quality of life mods installed. I deleted them all and the same happens (I understand that is not a fresh install). When I switch to this craft (haven't tried others) it just slides across the Mun. This craft is originally from 1.8.1 without any non-stock parts. I was unable to get it under control and ended up in the canyon with no way to get out. The usual fiddling with suspension settings didn't work either.

<https://imgur.com/a/zxJPJP7>

build id = 02781

Win 10 Pro

DirectX 12

Steam Install

History

#1 - 02/15/2020 12:40 AM - Anth12

- File 1_7_3 XL3.sfs added

- File Friction 1.8.1.png added

- File Friction 1.9.0.png added

- Subject changed from *Wheels Sliding Across the Mun (1.9.0)* to *Wheels Sliding Across the Mun (1.9.0) XL3 wheels*

- Category changed from *Bug Tracker* to *Physics*

- Status changed from *New* to *Confirmed*

- % Done changed from *0* to *10*

KSP 1.7.3

KSP 1.8.1

KSP 1.9.0

Issue:

Friction is the problem

In 1.7.3+1.8.1 the friction is set to 8.2 automatically

In 1.9.0 the friction is set to 0.25 automatically

Screenshots will show difference in the automatic settings.

Work Around: I increased the friction in 1.9.0 and the rover stopped sliding.

How to test: Use 1_7_3 XL3.sfs

Bug Confirmed

#2 - 02/15/2020 01:43 AM - Anth12

- File 1_7_3 3 Wheel Types.sfs added

- Subject changed from *Wheels Sliding Across the Mun (1.9.0) XL3 wheels* to *Wheels Sliding Across the Mun (1.9.0) Multiple Wheel Types*

I thought this was a bug report for only the XL3 wheels.

Added 1_7_3 3 Wheel Types.sfs to show that the friction has been changed for multiple wheel types for 1.9.0 to 0.25 from higher numbers

#3 - 02/16/2020 06:45 AM - Anth12

related to [#24856](#)

#5 - 02/28/2020 04:02 PM - victorr

- Status changed from *Confirmed* to *Ready to Test*

- Target version set to 1.9.1

- % Done changed from 10 to 80

We've made some changes in the latest build and would like some input on this issue please. Thanks.

#6 - 03/04/2020 10:05 AM - Anth12

- Status changed from *Ready to Test* to *Resolved*

- % Done changed from 80 to 100

I didnt really want to confirm this was resolved until I tested [#24856](#) as well.

Resolved.

Please look at [#24856](#) and set it to Ready to Test/Resolve as they are the same bug

Files

1_7_3 XL3.sfs	74 KB	02/15/2020	Anth12
Friction 1.8.1.png	2.33 MB	02/15/2020	Anth12
Friction 1.9.0.png	2.41 MB	02/15/2020	Anth12
1_7_3 3 Wheel Types.sfs	166 KB	02/15/2020	Anth12