

## Kerbal Space Program - Bug #24856

Rover issues on Duna related to #24848. #24848 is resolved, Therefore this bug is resolved as well.

02/14/2020 03:11 PM - tomtucker2010

<b>Status:</b>	Resolved	<b>Start date:</b>	02/14/2020
<b>Severity:</b>	Low	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Controls and UI		
<b>Target version:</b>	1.10.1		
<b>Version:</b>	1.9.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Breaking Ground, Core Game, Making History		

### Description

Hi,

Since I upgraded to 1.9 I am having issues with rovers gliding across the surface with next to no control. Even when brakes are applied it still states I am moving at 25mps even though I am stationary

### History

#### #1 - 02/15/2020 12:45 AM - Anth12

Not enough information to be helpful. What wheels are causing that issue?

#### #2 - 02/16/2020 05:53 AM - LordofBunnies

I am have the same issue on both Ike and Duna. RoveMax Model XL3 wheels. The rover was working fine the day before, but won't hold still after the update. Also, it doesn't accelerate like before when trying to move, especially trying to climb. It acts very similar to trying to drive on the ice lakes at Minmus.

#### #3 - 02/16/2020 05:59 AM - Anth12

Most likely related to [#24848](#)

Friction settings for the Mun were at 0.25 instead of 8.2.

To counter the issue increase the friction.

I will confirm this after actually testing this on Duna

#### #4 - 02/16/2020 06:36 AM - Anth12

- File *Friction On Landing.png* added

- File *Friction After Quicksave.png* added

- File *quicksave.sfs* added

- Subject changed from *Rover issues on Duna* to *Rover issues on Duna related to #24848*

- Status changed from *New* to *Confirmed*

- % Done changed from 0 to 10

**Friction On Landing.png:** Friction set to 1.0 on landing on Duna for the first time (after using set orbit and then manually deorbiting)

**Friction After Quicksave.png:** Friction autosets to 0.37

Confirmed and definitely related to [#24848](#)

#### #5 - 03/04/2020 10:10 AM - Anth12

- Subject changed from *Rover issues on Duna related to #24848* to *Rover issues on Duna related to #24848. #24848 is resolved, Therefore this bug is resolved as well.*

Tested on Duna for 1.9.1

No Longer sliding. This can be set to Ready to Test and then Resolved

**#6 - 08/27/2020 11:47 AM - just\_jim**

- Status changed from Confirmed to Being Worked On

- % Done changed from 10 to 30

**#7 - 08/27/2020 11:47 AM - just\_jim**

- Status changed from Being Worked On to Ready to Test

- Target version set to 1.10.1

- % Done changed from 30 to 80

**#8 - 08/27/2020 11:48 AM - just\_jim**

- Status changed from Ready to Test to Resolved

- % Done changed from 80 to 100

**Files**

---

Friction On Landing.png	1.98 MB	02/16/2020	Anth12
Friction After Quicksave.png	1.79 MB	02/16/2020	Anth12
quicksave.sfs	260 KB	02/16/2020	Anth12