Kerbal Space Program - Bug #25039

Propeller blades fling outward and won't stay attached to motor during physics warp

03/13/2020 01:19 AM - Dunbaratu

Status:	Confirmed		**Start date:**	03/13/2020
Severity:	Low		**% Done:**	10%
Assignee:				
Category:	Robotics			
Target version:				
Version:	1.9.1		**Language:**	English (US)
Platform:	Windows		**Mod Related:**	No
Expansion:	Breaking Ground			

Description

Using these parts from the Breaking Ground DLC:

EM32 Standard Rotor as the motor for an electric propeller plane.
Propeller Blade Type B as the propeller blades attached to that motor. (using 3x symmetry to attach, if that matters in some way).

With Torque limit and RPM limit sliders to the max on the rotor.

It all works fine on 1x speed, but once you physics warp up to 2x speed, the propellers are being drawn flung way out away from the rotors (which can cause the game to consider them to have "collided" with things they shouldn't actually be able to touch.) There was a fix applied to helicopter blades for this issue: https://bugs.kerbalspaceprogram.com/issues/22832, but it does not seem to have been applied to all such parts, given that the above combo of parts exhibits the problem.

The effect is that when I build an electric airplane for use on Laythe with these parts, I cannot fly it under physics warp at all and must take hours of gameplay to slowly creep through the air at 1x speed.

History

#1 - 03/16/2020 05:29 AM - Anth12

- Status changed from New to Confirmed

- % Done changed from 0 to 10

Confirmed.