

## Kerbal Space Program - Bug #25778

### Possible bug on wheels tolerance on lower gravity.

07/14/2020 06:48 PM - jukkamuhonen@hotmail.com

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|------------------------|--|---------------------|--------------|
| <b>Status:</b>         | New  | <b>Start date:</b>  | 07/14/2020   |
| <b>Severity:</b>       | Low  | <b>% Done:</b>      | 0%           |
| <b>Assignee:</b>       |  |                     |              |
| <b>Category:</b>       | Wheels                                     |                     |              |
| <b>Target version:</b> |  |                     |              |
| <b>Version:</b>        | 1.10.0                                     | <b>Language:</b>    | English (US) |
| <b>Platform:</b>       | Windows                                    | <b>Mod Related:</b> | No           |
| <b>Expansion:</b>      | Breaking Ground, Core Game, Making History |                     |              |

#### Description

I made some station with wheels, on kerbal it worked fine 80t weight, but at minmus which has 20 lower gravity, wheels got broken with ship weighting 300tons. 80x20 math those wheels should work at 1600ton ship weight, does wheel tolerance calculate correctly current gravity or is it kerbal gravity everywhere when we talk about wheels?