

Kerbal Space Program - Bug #25805

Robotics arms act weird

07/18/2020 08:17 PM - jukkamuhonen@hotmail.com

Status:	New	Start date:	07/18/2020
Severity:	Low	% Done:	0%
Assignee:			
Category:	Robotics		
Target version:			
Version:	1.10.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground		

**Description**

If connect two vessels with docking pprtd and robotics parts between them, ships starts bouncing badly. It might even move robotic parts away from their original xyz position and never return on their original state.

History

#1 - 07/18/2020 08:19 PM - jukkamuhonen@hotmail.com

This happens even if put torque on zero for every Part.