Kerbal Space Program - Bug #25808

Unreliable wheel part's GroundContact value

07/18/2020 11:31 PM - HansAcker

Status:	New		**Start date:**	07/18/2020
Severity:	Low		**% Done:**	0%
Assignee:				
Category:	Wheels			
Target version:				
Version:	1.10.0		**Language:**	English (US)
Platform:	Linux, Windows		**Mod Related:**	No
Expansion:	Core Game			

Description

Wheels in 1.10 appear to require more force to register ground contact than in 1.9.1. Resting on the surface is not enough to set Part.GroundContact (https://kerbalspaceprogram.com/api/class_part.html#aa9eeb5535b88befd304c641da3e42b55) to true while ModuleWheelBase's isGrounded field works as expected.

A stock game is probably not be affected as driving and steering is still possible. MechJeb's heading control currently uses GroundContact but could be changed to check isGrounded instead.

I created a crude test craft (BG DLC required) that lifts and drops a set of wheels. Some method to watch the GroundContact value is needed, for example MechJeb (Rover Autopilot -> Waypoints -> Settings -> Rover -> Traction - percentage of wheels with GroundContact) or Kerbal Object Inspector.

Files

wheeltest.craft	88.3 KB	07/18/2020	HansAcker
wheeltest.sfs	115 KB	07/18/2020	HansAcker