

## Kerbal Space Program - Bug #25869

### Rotors with multiple nodes doesn't work

07/29/2020 10:43 PM - jukkamuhonen@hotmail.com

<b>Status:</b>	New	<b>Start date:</b>	07/29/2020
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Physics		
<b>Target version:</b>			
<b>Version:</b>	1.10.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Breaking Ground		

#### Description

If i add 8 Blade nodes and put largest blades on rotor, two of these stacked. Everything starts wobbling and ship get destroyed at launch before any key is pressed.

Robotics are not fun with wobbling parts, it gets just frustating.