

## Kerbal Space Program - Bug #25956

### Moving out of control after crash

08/13/2020 04:36 PM - Talib

<b>Status:</b>	New	<b>Start date:</b>	08/13/2020
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Aerodynamics		
<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, Core Game, Making History		

#### Description

Tried to land my craft on Kerbin. Unlucky me, lost radio contact und lithobraked. Somehow most of it survived 60-80 m/s impact.

Now it's moving out of control. Spinning forever. No chance to stop it and save, so i recorded a video for you:

<https://burninghey.tinytake.com/ft/NDUzNzE5OV8xNDM3NzI5Mg>

No radio contact until next satellite in range, so cannot try to raise landing legs etc

Reproduce: load quicksave in zip, somehow survive

#### Files

bbq Sandi.zip

619 KB

08/13/2020

Talib