

Kerbal Space Program - Bug #27116

Wheel stress tolerance isn't affected by gravity. (Broken with same weight on Gilly as Kerbin when same weight)

01/22/2021 01:25 AM - jukkamuhonen@hotmail.com

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|--|--|---------------------|--------------|
| Status: | Ready to Test | Start date: | 01/22/2021 |
| Severity: | Low | % Done: | 80% |
| Assignee: | | | |
| Category: | Wheels | | |
| Target version: | 1.12.0 | | |
| Version: | 1.11.0 | Language: | English (US) |
| Platform: | Windows | Mod Related: | No |
| Expansion: | Breaking Ground, Core Game, Making History | | |
| Description | | | |
| <p>Wheels stress tolerance seems not care about gravity at all. I descended very slowly 2m/s on Gilly with heavy rover (10t) and its wheel broke. That rover should weight at Gilly about 0.1t so it shouldn't be possible to break that easily.</p> | | | |

History

#3 - 06/24/2021 10:25 PM - victorr

- Status changed from New to Ready to Test
- Target version set to 1.12.0
- % Done changed from 0 to 80

We have made some changes in this last 1.12.0 release and would like some feedback on this issue. Thanks.