

## Kerbal Space Program - Bug #27152

### Robotic parts act like motor disenganged when arriving physical 250m

01/27/2021 04:06 AM - jukkamuhonen@hotmail.com

<b>Status:</b>	New	<b>Start date:</b>	01/27/2021
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Robotics		
<b>Target version:</b>			
<b>Version:</b>	1.11.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Breaking Ground		
<b>Description</b>			
<p>I have robotic parts, angle set to 0 for hinges , and 0 distance extend for hydrauliccylinders.</p> <p>Now when i arrive that ship, they all are floppy and doesn't have any force.</p> <p>They get instantly fixed if i change any angle or motor related variable of their.</p> <p>This is best to check on zero gravity, not on surface.</p>			