

Kerbal Space Program - Bug #27188

Landing gear collision with terrain bug

01/30/2021 05:04 PM - KawaiiLucy

Status:	New	Start date:	01/30/2021
Severity:	Low	% Done:	0%
Assignee:			
Category:	Parts		
Target version:			
Version:	1.11.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

When landed on a surface (tested on the mun and minmus), the craft starts to shake on contact with the ground. This effect can be toned down by reducing damping and spring strength. Link to a video of the bug happening: <https://i.imgur.com/F3tgzaO.mp4> (it's a modded install, but I could replicate the bug in a clean install too)