

Kerbal Space Program - Bug #27209

weird "clicks" on physics

02/01/2021 10:27 PM - jukkamuhonen@hotmail.com

Status:	New	Start date:	02/01/2021
Severity:	Low	% Done:	0%
Assignee:			
Category:	Physics		
Target version:			
Version:	1.11.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game		
Description			
standing on runway, clicks can see at camera and even accelerometer detects them.			
https://youtu.be/6rBnhgSjpcM			

History

#1 - 02/01/2021 10:33 PM - jukkamuhonen@hotmail.com

Bug reason: Attaching heavy antenna on top of probe core causes probe slide or vessel slide around probe. You can see it on video too. putting probe into payload fixes this but its still wrong behaviour.

Not sure why those sounds are on video. Half later video is 1/10th speed and video is clipped to when problems occurs, little bit misleading while bug itself has clipping feature.

#2 - 02/15/2021 03:15 PM - jukkamuhonen@hotmail.com

This is related on so many other bugs that not sure if i should link them here. Example vessel sliding on surface is affected by this. If root part is heavy part, then this clicking doesn't happen.

#3 - 03/17/2021 05:04 PM - jukkamuhonen@hotmail.com

This is partly fixed now at 1.11.2. clicking doesn't affect ship moving around surface no more, but core clicking is still there, with significantly less impact on physics now.