

Kerbal Space Program - Bug #28091

MK2 Clamp-O-Tron makes craft unstable

06/28/2021 08:29 AM - Kampfsanni

Status:	New	Start date:	06/28/2021
Severity:	Low	% Done:	0%
Assignee:			
Category:	Parts		
Target version:			
Version:	1.12.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

The MK2 Clamp-O-Tron is not as rigid as the other MK2 parts.
My Spaceplane is bending at the MK2 Clamp-O-Tron, without it the fuselage is rigid.
Tested on a clean install without any mods.

History

#1 - 06/28/2021 09:50 AM - Anth12

I am pretty sure that will be fixed in the next patch. The autostruts arent transferring through

#2 - 06/28/2021 10:00 AM - Anth12

- File Spaceplane 2 FixedQuestionMark.craft added

Give that a try Kampfsanni

#3 - 06/28/2021 01:47 PM - Kampfsanni

The fuselage is much more rigid now, what have you changed?

edit:

Oh great, Advanced Tweakables were switched of. :-(

#4 - 06/28/2021 08:12 PM - Anth12

I added/changed the autostruts

From the alt-F12 menu I clicked on physics and then there is an option to visualize autostruts.
I did that and then played around until I closed the gap.

Files

Spaceplane 2.craft	341 KB	06/28/2021	Kampfsanni
Spaceplane 2 FixedQuestionMark.craft	323 KB	06/28/2021	Anth12