

Kerbal Space Program - Bug #28108

Wheel's friction is too low on certain planets and crafts that didnt slide in 1.11 do slide in 1.12

06/29/2021 11:14 PM - Anth12

Status:	New	Start date:	06/30/2021
Severity:	Low	% Done:	0%
Assignee:			
Category:	Wheels		
Target version:			
Version:	1.12.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

KSP 1.11.2 + BG + MH
KSP 1.12.0 + BG + MH
KSP 1.12.1 + BG + MH

Crafts are sliding in 1.12 when they didn't in 1.11.2 due to auto friction settings being wrong.

Below is an example of friction levels that are too low and what I recommend them to be from testing smaller and heavier crafts.

Pol = 0.5 default (recommended 1.2)
Moho = 0.8 default (recommended 1.5)
Eeloo = 0.7 default (recommended 2.4)
Mun = 0.7 default (recommended 2.0)
Vall = 0.8 default (recommended 2.7)
Duna = 0.9 default (recommended 1.5)
Ike = 0.6 default (recommended 2.0)

History

#1 - 06/29/2021 11:19 PM - Anth12

- File 1121 Friction Bug.sfs added

"1121 Friction Bug.sfs" Is a 1.11.2 version for comparison on the Mun

#2 - 07/01/2021 08:38 PM - Anth12

if frictionAdherent = 1.0 (from 0.3) for roverWheelTR-2L.cfg the wheels do stop sliding from a stand point however on attempting to move the craft it still acts like its having friction problems.

Imagine sliding down ice and then when you stop yourself by grabbing onto a tree. then you let go of the tree and now you dont slide anymore. Its unrealistic.

Might be a fix for [#28141](#) but definitely doesn't seem like its the whole picture when it comes to the wheels.

Files

screenshot8.png	2.39 MB	06/29/2021	Anth12
1121 Friction Bug.sfs	509 KB	06/29/2021	Anth12