

Kerbal Space Program - Bug #3866

MK3 Part strength low with struts

12/17/2014 03:06 PM - hipy

Status:	Closed	Start date:	12/17/2014
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Parts		
Target version:			
Version:	0.90	Language:	English (US)
Platform:	Win32	Mod Related:	No
Expansion:			

Description

Tried to build a rover and I strutted down all the parts. For some reason if you hit the ground(kerbin) above 1 ms/s all the parts detach.

Is the strength between the parts too low? Never had this issue. I wanted to build a big rover with the parts :<

Image: <http://i.imgur.com/U9XxNjQ.jpg>

System info:

core2quad 2.66ghz CPU

4GB Ram

Windows 7 64bit

Game version: 0.90, 32bit

Tried without mechjeb and Kerbal alarm clock, no luck

History

#1 - 07/27/2015 05:56 PM - Squelch

- Platform Win32 added

- Platform deleted (Windows)

#2 - 11/19/2015 04:56 PM - sal_vager

- Status changed from New to Resolved

- % Done changed from 0 to 100

Mk3 part strength was increased for 1.0.0

#3 - 07/17/2016 09:19 AM - TriggerAu

- Status changed from Resolved to Closed