

Kerbal Space Program - Feature #738

Customize grip for rover wheels/landign gear

05/30/2013 10:29 AM - Taverius

|   |          |                     |    |
|---|----------|---------------------|----|
| <b>Status:</b>  | New      | <b>% Done:</b>      | 0% |
| <b>Severity:</b>  | Unworthy |                     |    |
| <b>Assignee:</b>  |          |                     |    |
| <b>Category:</b>  | Gameplay |                     |    |
| <b>Target version:</b>  |          |                     |    |
| <b>Platform:</b>  | Any      | <b>Mod Related:</b> | No |
| <b>Expansion:</b>   |          |                     |    |
| <b>Description</b>  |          |                     |    |
| Could we please change have the ability to change the grip value so we can make wheels that behave like real ones and slide rather than flip you every time?                                  |          |                     |    |
| I'm not just talking for the inevitable KSP: Tokyo Drift mod, but in general it would just be a lot less frustrating if wheels behaved kind of like wheels do in real life in this respect :D |          |                     |    |