

Kerbal Space Program - Bug #7612

Rover wheels on a boat

03/30/2016 01:59 PM - WesleyWestland

Status:	Needs Clarification	Start date:	03/30/2016
Severity:	Low	% Done:	0%
Assignee:			
Category:	Parts		
Target version:			
Version:	1.0.5	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

A number of versions back I once built a rover on a boat suspended under an aircraft, as part of a challenge I did with a few friends. Now I wanted to retry this, and I built another rover on a boat. Now it appears that rover wheels don't recognise a collision with another part as opposed to the terrain, as the wheels fall through the underlying parts and the rover cannot drive onto the boat again, if it ever comes off in the first place. I tried it with the medium rover wheels with inflated tyres, a friend tried it as well with the other medium wheel type. Attached are the craft I used when I encountered the bug.

History

#1 - 03/30/2016 02:27 PM - WesleyWestland

- File 2016-03-30-1616-56.flv added

I've added a video as well, to make it clearer. It's an FLV file so Windows Media Player doesn't like it, but the VLC player works.

#2 - 07/17/2016 09:44 AM - TriggerAu

- Status changed from New to Needs Clarification

Files

Special Forces Car.craft	61.6 KB	03/30/2016	WesleyWestland
Special Forces Mk II.craft	72.9 KB	03/30/2016	WesleyWestland
Special Forces.craft	146 KB	03/30/2016	WesleyWestland
2016-03-30-1616-56.flv	4.08 MB	03/30/2016	WesleyWestland