

Kerbal Space Program - Bug #8635

Rover wheels break too easily

04/08/2016 01:33 AM - juanml82

Status:	Needs Clarification	Start date:	04/08/2016
Severity:	Normal	% Done:	0%
Assignee:			
Category:	Physics		
Target version:			
Version:	Not Applicable	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

- KSP Version:* 01196
2016.04.07

What Happens: Driving a medium sized rover over a smooth, light slope at Vall, causes several wheels to break very easily. This was tried at 3x physics time warp. The wheels contextual menu didn't get to show a 100% stress, which might indicate a peak stress during a few frames. The rover was driving straight at some 15 m/s at the time the wheels broke

Mods / Add-Ons: Mechjeb, Hyperedit, Scatterer

Steps to Replicate: Land a rover at Vall, drive it in a straight line over smooth terrain. Maybe, enable physics timewarp.

Result: Several broken wheels

Fixes/Workarounds: Don't know

Other Notes/Pictures/Log Files: <http://tinypic.com/1r549amu>

History

#1 - 07/17/2016 09:44 AM - TriggerAu

- Status changed from New to Needs Clarification

Files

screenshot7.png	805 KB	04/08/2016	juanml82
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