

Kerbal Space Program - Bug #8759

Airplane/Spaceplane Wobbliness (root landing gear)

04/09/2016 08:51 PM - Berylliumdragon

<b>Status:</b>	Needs Clarification	<b>Start date:</b>	04/09/2016
<b>Severity:</b>	Normal	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Parts		
<b>Target version:</b>			
<b>Version:</b>	Not Applicable	<b>Language:</b>	English (US)
<b>Platform:</b>	Linux, OSX, Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>			

**Description**

Landing gear facing is the frequent root cause of vehicle wobbliness. When parts are placed on craft with incorrect facing landing gears will attach and carry over incorrect facing. Verifiable with nose cones attached at rear and gears attached to nose cones.

Landing gears will lock up while traveling in "reverse" and at high/er speeds will cause vehicle to bounce.

History

- #1 - 07/17/2016 09:44 AM - TriggerAu
- Status changed from New to Needs Clarification