

Kerbal Space Program - Bug #8765

Landing Gears bending

04/09/2016 10:33 PM - Berylliumdragon

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

Description

Landing gears when placed on wings will bend inward or outward (depending on facing: front/back) and will not sit flat. this bend increases the closer the gears are to the fuselage (tested on inline cockpit mk1 and wing connector type b).

History

#1 - 04/12/2016 02:58 PM - DeputyLOL

- File screenshot55.png added
- File screenshot57.png added
- File screenshot58.png added
- File screenshot61.png added

I have this problem too, I only notice it for the small retractable landing gear though.

When the gear retracts the wheel pushes into whatever part is above it.

If the front of the landing gear bay (where the wheel is stowed) is below a different part to what the back of the bay is connected to, those 2 part will be pushed away from each other when the gear is retracted.

If the bay is connected to one solid part, the gear will not retract all the way and can be seen poking through the bay doors.

Occasionally the gear will become stuck retracted and you wont be able to extend it unless you make some high G manoeuvres to 'force' it free.

Can I also report the 'gears exploding when overstressed even when cheats are on' bug too. :D

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

- Status changed from New to Needs Clarification

Files

File Name	Size	Date	Author
screenshot55.png	744 KB	04/12/2016	DeputyLOL
screenshot57.png	747 KB	04/12/2016	DeputyLOL
screenshot58.png	455 KB	04/12/2016	DeputyLOL
screenshot61.png	449 KB	04/12/2016	DeputyLOL