

Kerbal Space Program - Bug #9475

Everything slides around on terrain

04/24/2016 11:59 PM - g00bd0g

Status:	Duplicate	Start date:	04/24/2016
Severity:	Critical	% Done:	100%
Assignee:			
Category:	Bug Tracker		
Target version:			
Version:	1.1.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

Everything slides around on terrain and never actually come to a rest. This makes stable craft and bases impossible, basically breaking the game. Example videos here:

<https://youtu.be/Sy6g9-GK11U>
<https://youtu.be/MCl6QGDpaT8>
<https://youtu.be/KF8pw8vSwxs>
https://youtu.be/XblDtOvs_zA
<https://youtu.be/6NnBfX2PA8w>

History

#1 - 04/25/2016 01:36 AM - Rerouter

- Status changed from New to Duplicate
- % Done changed from 0 to 100

Ok First things first, read the FAQ, this is A not critical, B, each bug should have a separate bug report, and C, this is meant to be for non modded installs, the author of mechjeb may still want to know about this to fix it,

I'll lay out for the devs and others what i can glean from his videos

First and third link, Mechjeb (the mod) is reporting incorrect vertical and horizontal motion, but does not actually slide

Second Link, Rotate a very light craft on its side and it pivots around the wing with its wheels, Do not actually see anything wrong with this,

Forth and 5this a duplicate of bug 9338, that the legs clip into the ground, and until full extension do not stop the ship from sliding

#2 - 04/25/2016 03:36 AM - g00bd0g

Crafts DO slide without mechjeb. You can see it. I only used mechjeb to measure it.

The plane falls over on its own and begins spinning around. No controls applied.

#3 - 04/26/2016 09:18 PM - Tricky

Rerouter wrote:

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Just confirming g00db0g's post. I get lander and rover sliding on a vanilla install. Critical issue.