

# Kerbal Space Program - Bug #9485

## Bouncy surface outpost

04/25/2016 02:24 PM - daniiii

<b>Status:</b>	Needs Clarification	<b>Start date:</b>	04/25/2016
<b>Severity:</b>	High	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Physics		
<b>Target version:</b>			
<b>Version:</b>	1.1.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>			

### Description

I built a surface outpost on Minmus. As soon as I go back to it everything starts to bounce around until it all breaks apart. Time acceleration stops the effect but as soon as i go to normal time speed it starts again. Also, if i bring a new ship to it and attach them together without focusing on the station everything seems fine.

### History

#1 - 07/17/2016 09:47 AM - TriggerAu

- Status changed from New to Needs Clarification

### Files

persistent.sfs	2.67 MB	04/25/2016	daniiii
KSP MinmusStation.jpg	676 KB	04/25/2016	daniiii