

# Kerbal Space Program - Bug #9561

## Small plane spontaneously flops over on runway and spins in circles

04/28/2016 05:58 PM - g00bd0g

<b>Status:</b>	Needs Clarification	<b>Start date:</b>	04/28/2016
<b>Severity:</b>	Normal	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Bug Tracker		
<b>Target version:</b>			
<b>Version:</b>	1.1.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>			

### Description

Watch the simplest plane I can build flop over and spin in circles (with no input or outside stimulus). I previously reported this bug, along with several other, to the bugtracker.

<http://bugs.kerbalspaceprogram.com/issues/9475>

Someone named "rerouter" closed the issue and says, and I quote:

"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"

Uh, really? You see nothing wrong with a craft spontaneously flopping over and spinning in circles? Even when this sort of plane has worked fine in every previous of KSP?

<https://www.youtube.com/watch?v=MCl6QGDpaT8>

### History

#### #1 - 04/28/2016 09:09 PM - g00bd0g

confirmed issue exists with suspension locked and brakes on

#### #2 - 04/28/2016 11:13 PM - TriggerAu

- Status changed from New to Confirmed

- Severity changed from High to Normal

- % Done changed from 0 to 10

- Version changed from 1.1.0 to 1.1.1

#### #3 - 04/29/2016 12:43 AM - g00bd0g

overriding traction control and setting to 0 results in spontaneous 360's.

[https://youtu.be/lq\\_UAM6Kigs](https://youtu.be/lq_UAM6Kigs)

#### #4 - 07/17/2016 09:48 AM - TriggerAu

- Status changed from Confirmed to Needs Clarification

- % Done changed from 10 to 0

### Files

5t plane.craft

61.3 KB

04/28/2016

g00bd0g