

Kerbal Space Program - Bug #9588

RoveMax Model XL3 steering acceleration

04/29/2016 09:18 AM - pvtnum11

Status: Duplicate	Start date: 04/29/2016
Severity: Low	% Done: 100%
Assignee:	
Category: Parts	
Target version:	
Version: 1.1.1	Language: English (US)
Platform: Windows	Mod Related: No
Expansion:	

Description

Rovemax LX3 is typically slow and ponderous, and has a listed top speed of about 15.5 (so says wiki). But if one holds down W to accelerate and uses A and D to steer rapidly, something akin to the old Infiniglider bug begins to happen, and it is possible to achieve ground speeds of 100m/s without much effort, greatly exceeding the breakdown speed of the wheels (wiki might be out of date on that, however). Higher speeds may be attainable, but I ran out of smooth flat terrain around KSC. See attached screenshot.

Related issues:

Related to Kerbal Space Program - Bug #9196: Tank steering allows excessive s... **Closed** **04/17/2016**

History

#1 - 04/29/2016 09:59 AM - sal_vager

- Related to Bug #9196: Tank steering allows excessive speed added

#2 - 04/29/2016 10:00 AM - sal_vager

- Status changed from New to Duplicate

- % Done changed from 0 to 100

This is a duplicate of issue [#9196](#) on this tracker.

Please search for similar issues when posting,thank you :)

Files

screenshot139.png	1.91 MB	04/29/2016	pvtnum11
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