

Kerbal Space Program - Bug #9638

EVA Kerbals, on the surface, destroy LT-05 landing strut on contact.

05/01/2016 08:08 AM - steve_v

Status:	Closed	Start date:	05/01/2016
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Physics		
Target version:			
Version:	1.2.0	Language:	English (US)
Platform:	Linux	Mod Related:	No
Expansion:			

Description

Walking into an LT-05 micro landing strut (at any speed) with an EVA Kerbal causes it to jump suddenly, (occasionally the foot will move from ground contact to atop the kerbals head in what appears to be a single frame, othertimes it just bounces violently), causing the gear to be insta-destroyed from "overstress". On a low gravity body this will send the craft and the kerbal flying apart at considerable velocity.

Repro: walk into an LT-05 with a kerbal. Tested on pad and Minmus surface. The attached craft is similar to the vessel I first encountered this with, and reproduces this reliably for me, though a pod with some legs works just as well.

Log & craft file attached, vid here: https://www.dropbox.com/s/2dlyx5b54hfypfx/LT-05_01.ogv?dl=0

If this is a dupe, sorry. There are so many landing-leg / wheel related reports here I can't find anything.

History

#1 - 05/01/2016 08:21 AM - steve_v

Update: checking the other legs, they all produce the same unexpected violent forces if a kerbal contacts the foot. The larger legs don't explode, presumably due to higher stress tolerance.

#2 - 05/01/2016 05:01 PM - Pluto239

- Status changed from New to Confirmed

- % Done changed from 0 to 10

I have encountered this as well... with hilarious results. Certainly a bug: though I suppose exploding landing gear does sound like a very "Kerbal" thing.

#3 - 05/01/2016 10:24 PM - electron2059

I have also had this bug using the windows version. Think I first noticed it in the release 1.1 and also in 1.1.1. and 1.1.2

#4 - 05/03/2016 03:19 AM - Apollo13

I have reported this problem as well, including the pre-release.

#5 - 05/03/2016 07:40 PM - krimsalt

I have had this issue with the LT-1.. simply walking in any proximity to them causes them to explode

#6 - 05/23/2016 03:04 PM - tater

This happens on Mac as well, with ALL the landing legs.

#7 - 07/17/2016 09:55 AM - TriggerAu

- Status changed from Confirmed to Needs Clarification

- % Done changed from 10 to 0

#9 - 10/13/2016 01:56 PM - Squelch

- Status changed from Needs Clarification to Ready to Test

- % Done changed from 0 to 80

- Version changed from 1.1.2 to 1.2.0

this was addressed and should be fixed in KSP 1.2

#10 - 11/06/2016 08:23 PM - JPLRepo

- Status changed from Ready to Test to Closed

- % Done changed from 80 to 100

Closing as this was fixed in 1.2.0

Files

Player.log	489 KB	05/01/2016	steve_v
Untitled Space Craft.craft	77.4 KB	05/01/2016	steve_v