

Kerbal Space Program - Bug #9692

Launch Escape System is nearly indestructable.

05/05/2016 08:30 PM - sudz

Status: Duplicate	Start date: 05/05/2016
Severity: Low	% Done: 100%
Assignee:	
Category: Physics	
Target version:	
Version: 1.1.1	Language: English (US)
Platform: Windows	Mod Related: No
Expansion:	
Description	
To replicate: 3 Person Command pod. Please Launch Escape System on top. RCS on. Launch. Make sure tip of LES part hits ground first. Hits at 50m/s with zero effect. Safe landing. ("safe" lol) Tried adding a jettisoned second stage for extra altitude. Hit ground at 150m/s from altitude of 1600m. Nobody died! As long as you land on a bit of an angle (not straight into the ground) the LES does not get damaged. (64 bit Steam beta as of May 5th, 16:00 EDT)	
Related issues:	
Related to Kerbal Space Program - Bug #9695: Parts only have a single collide...	Confirmed 05/06/2016

History

#1 - 05/06/2016 06:54 PM - Pluto239

This sounds like it may be a specific case of Bug [#9695](#). Since [#9695](#) is more general and higher priority, 9692 should probably be flagged as duplicate. Someone should confirm the bugs are related first though. Meanwhile, I'll make a reference to this one in 9695.

#2 - 07/17/2016 09:56 AM - TriggerAu

- Status changed from New to Needs Clarification

#3 - 07/26/2016 05:27 AM - bewing

- Status changed from Needs Clarification to Duplicate

- % Done changed from 0 to 100

[#9695](#) has been accepted as updated and confirmed on 1.1.3 -- marking this one as a duplicate.

#4 - 07/26/2016 05:30 AM - bewing

- Related to Bug [#9695](#): Parts only have a single collider that triggers explosions. added