

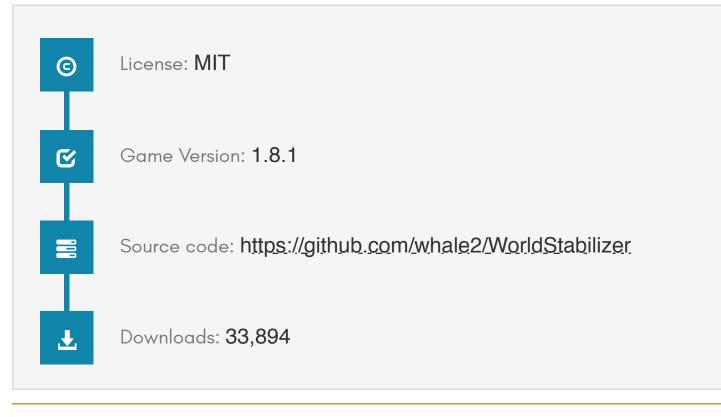


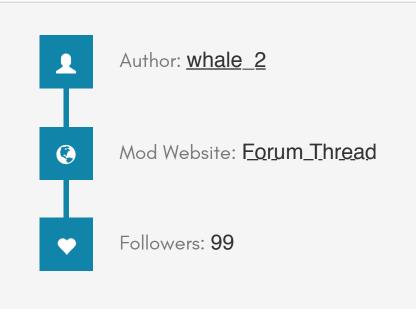


Bugfix for vessels bouncing on scene load

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## **OUTDATED MOD**

This mod is not known to work with the latest version of Kerbal Space Program. Proceed with caution.

Changelog Information Stats

Short version: if your landed ship/plane/base/whatever jumps up wildly when you switch to it, this mod might help you. (or might make it worse, who knows) Some reports suggest that 1.5.1 still suffers from it...

## Longer version:

Most bouncing was fixed in KSP 1.4.x. If you still experience some issues with it, you can give it a try

There's confirmed Bug #16159 in KSP 1.3.1 and it's not clear when and how it would be fixed. Not everyone is affected by this, but if you are, this mod can save your base from wrecking. The reason for bouncing is that sometimes the game places the vessel slightly beneath the ground and then turns on physics engine. The ground suddenly realizes that something got dented into it and kicks that thing out. This mod prevents it by moving the vessel slightly above the ground just before the physics kicks in and gently releases after that.

You can find more information about features and configuration in KSP Forum post

## BACKUP YOUR GAME SAVE BEFORE TRYING THIS

NOTE: This mod includes version checking using MiniAVC. If you opt-in, it will use the internet to check whether there is a new version available. Data is only read from the internet and no personal information is sent. For a more comprehensive version checking experience, please download the KSP-AVC Plugin.

Please report any issues on GitHub or in the Forum thread

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