Unexpected Motion

Base Scenario: (Workshop) Colony LOST - Vengeance Crash Site World

Bridge Across Valley

- Bridge built starting with blocks embedded in planet surface
- Extended bridge to a point then put in a 45 degree bend (see screenshots)
- Section of bridge past bend behaves differently even though it is joined through a hinge
  - Legs supporting this section will not embed in planet surface
  - Used pistons and mag plates to provide support
- At far end used a merge block to fully fasten end, as blocks would not embed in planet surface.
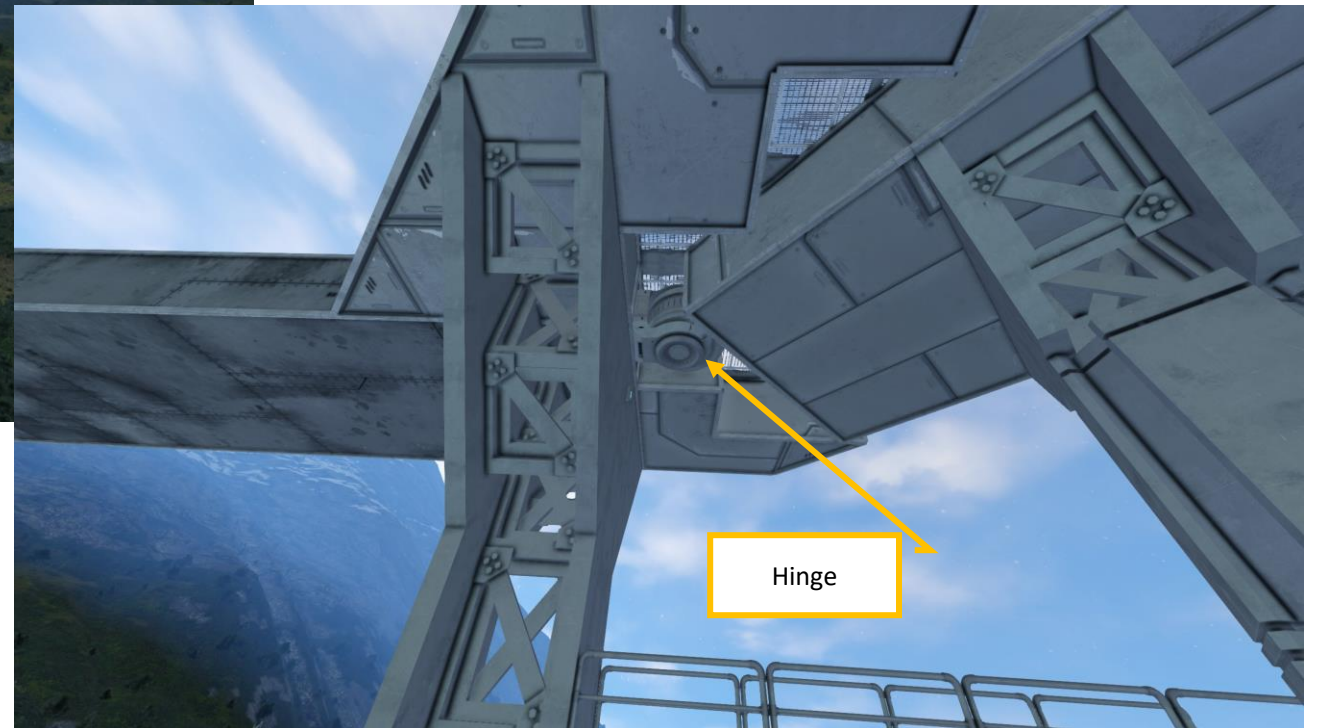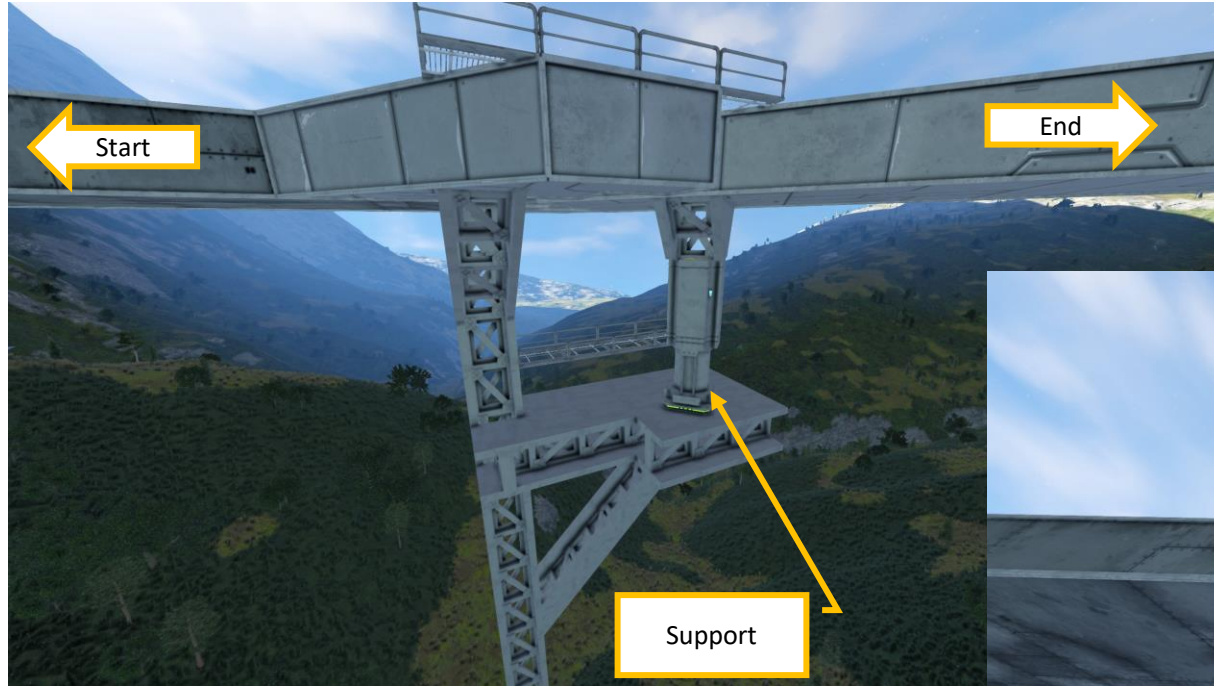
Overview

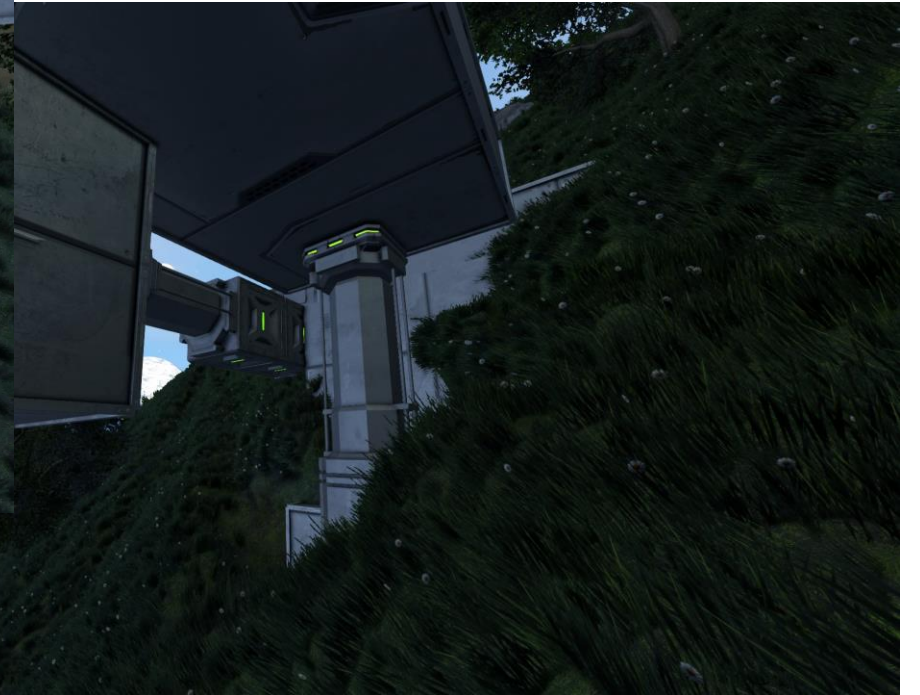# Approching Bend

Aerial View of Bend

Underside of Bend
(Support & Attachment Hinge)

Start

End

Support

Hinge

End of Bridge (With Additional Supports)

End of Bridge (Support and Merge Block Connection)

The Problem

- When standing on the portion of the bridge that is connected to the start point (embedded in planet surface), there is no problem.

- The moment the character steps onto the portion of the bridge past the hinge, things vibrate and shake the character right off the bridge.
  - This is impossible to show in screenshots.
  - I do have a video.
  - I can provide a save game as well.