

Kerbal Space Program - Bug #10076

Wheels not occluding under fairings or cargo bays.

07/01/2016 07:59 AM - Rune

Status:	Confirmed	Start date:	07/01/2016
Severity:	Low	% Done:	10%
Assignee:	Arsonide		
Category:	Parts		
Target version:			
Version:	1.1.3	Language:	English (US)
Platform:	Linux, Windows	Mod Related:	No
Expansion:			

Description

On circumstances that should warrant occlusion from aerodynamic effects, wheels still generate drag and suffer aerodynamic heating.

More fully explained in the forum thread,

<http://forum.kerbalspaceprogram.com/index.php?topic/142862-rover-wheels-not-occluding-under-fairingscargo-bays/#comment-2656493>

History

#1 - 07/01/2016 08:50 AM - sal_vager

- File screenshot850.png added
- Category changed from 281 to Parts
- Status changed from New to Confirmed
- Assignee set to Arsonide
- % Done changed from 0 to 10
- Platform Linux added

This issue also occurs on Linux, I suspect the changes to avoid kerbals being flung into the air from wheel contact also prevented them from being affected by the cargobay module.

#2 - 07/23/2016 04:56 PM - Rune

On further research, the issue also appears to affect all landing gear, stowed or deployed, and kerbals while on external seats.

Not the seats themselves, mind you, but the kerbals, as confirmed by KER's temperature ratings and Val exploding in one of Cupcake's threads (<http://forum.kerbalspaceprogram.com/index.php?topic/144198-violet-light-cargo-ssto-1112-only/>). Should be related, I think.

#3 - 09/24/2016 11:41 AM - Rune

This bug is still present on the latest build of the 1.2 prerelease I've tested (build 1.2.0.1523).

Same behavior as far as I can ascertain, just a heads up that this one still needs squashing.

#4 - 09/26/2016 01:23 PM - swjr-swis

- File screenshot7.png added
- File screenshot12.png added

KSP 1.2.0.1532 x64, Win. I can confirm that there is a clearly higher drag from having a kerbal seated in a command seat inside of a fairing, service bay or cargo bay.

I have not conclusively seen them get any heating though; in my testing it appears to be just the visual heating effects, but other parts tend to show thermal bars and explode before the kerbals-in-a-bay do.

Screenshots from a quick test in the latest pre-release (1532): <http://imgur.com/a/dnb7q>

I attach one that shows the aero arrows on kerbals seated inside a closed Mk2 cargo bay, proving that they are experiencing drag. Also one that

shows thermal menu information and the F3 menu, where other parts have exploded due to overheating, but the kerbals appear to still be ok.

#5 - 10/02/2016 05:00 AM - Anonymous

- *File drag check.craft added*

Works for me in 1.2 preview build 1553, at least for wheels, landing legs, and Kerbals in seats in cargo bays.
(Loose EVA kerbals in cargo bays do experience drag forces.)

I made a demo-craft to test the bug involving cargo bays, flies >600m/s at sea level in 1553, but in 1.1.2 drag limits it to <300m/s depending on what is in the closed cargo bay. Hopefully someone else has one to test with fairings.

Files

screenshot9.png	840 KB	07/01/2016	Rune
screenshot3.png	1.43 MB	07/01/2016	Rune
screenshot11.png	652 KB	07/01/2016	Rune
screenshot850.png	855 KB	07/01/2016	sal_vager
screenshot7.png	2.11 MB	09/26/2016	swjr-swis
screenshot12.png	2.25 MB	09/26/2016	swjr-swis
drag check.craft	69.1 KB	10/02/2016	Anonymous