

Kerbal Space Program - Bug #1171

Inactive craft not affected by atmosperic drag

08/01/2013 12:22 AM - K_kinnison

Status:	Not a Bug	Start date:	08/01/2013
Severity:	Petty	% Done:	0%
Assignee:			
Category:	Physics		
Target version:			
Version:	0.21.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

When launching a craft I boosted til my apoapsis reached the desired level (beyond kerbian atmosphere, 141km) During my burn to circularize my orbit, my new periapsis was around 35km, when I jettisoned a spent stage and continued my burn. Later on after MECO I saw my spent booster stage was in orbit with a periapsis of 35km, well inside the Kerbian atmosphere.

after a few orbits i noticed neither the spent stage's apoapsis, nor periapsis changed as far as I could see. It was not affected by atmospheric drag.

After i jettisoned the booster i never "took control" of the booster and it remained inactive

Btw, I really enjoy this game. Clear Ether!

History

#1 - 08/01/2013 04:11 PM - hermes47

- Status changed from New to Not a Bug

- % Done changed from 0 to 100

This isn't a bug. When a vessel isn't in focus it's placed on rails and physics are not run on said vessel. This includes drag effects. As such, there is no orbital decay for unfocussed vessels.

Files

screenshot1.png

539 KB

08/01/2013

K_kinnison