

Kerbal Space Program - Bug #13172

Drills overheat and explode despite being behind heat shields.

11/02/2016 06:40 PM - Starhawk

Status:	Confirmed	Start date:	11/02/2016
Severity:	High	% Done:	10%
Assignee:			
Category:	Physics		
Target version:			
Version:	1.2.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

Drills are not properly protected by heat shields during atmospheric entry. The game treats the drills as though they are extended through heat shields.

Take the test craft into a 1.2.1 game and launch it. Cheat it into Eve orbit, and then burn to set periapsis to 6500. Inflate heat shield and set SAS to 'Hold Retrograde'.

The ship will be protected by the heat shield, **except for the drills** which will **overheat and explode** as if they were extended through the heat shield.

If you do the same test with the drills rotated until they are exactly upside down, they will not overheat.

History

#1 - 11/02/2016 08:00 PM - Starhawk

Above should read set periapsis to 65 km rather than 6500.

#4 - 11/11/2016 07:44 PM - Starhawk

- Status changed from New to Confirmed

- % Done changed from 0 to 10

More testing has been done on this issue. The bug was not present in build 1486 but occurs in build 1500. I have no intermediate builds available for testing, but this should help nail down where the regression occurred.

#5 - 11/12/2016 01:34 PM - Starhawk

File comparisons between the mu files and the config files in the two versions above show that they are identical, so the issue does not appear to reside in the model itself.

Files

Drill Occlusion Test.craft	47.9 KB	11/02/2016	Starhawk
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