

Kerbal Space Program - Bug #13366

If the Cargo bay is the root part then there is an aero occlusion issue on F9 reload, or revert to launch, or on existing crafts

12/04/2016 03:14 AM - Anth12

Status:	Confirmed	Start date:	12/04/2016
Severity:	Normal	% Done:	10%
Assignee:			
Category:	Physics		
Target version:			
Version:	1.2.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game, Making History		

Description

GOG KSP 1.2.1.1604 Clean Install. No Mods:Sandbox

EJ_SA loves his existing crafts so he can reuse them but for his enterprise SSTO which is attached, he cant get into orbit because everything in his cargobay is affected by drag when they shouldnt be.

How to replicate:

1. Load EJ_SA's enterprise SSTO into the SPH
2. Launch from SPH
3. Alt F12. Go to physics-aero. Enable 'Display aero data in action menus'
4. Zoom into the cargobay and right click on something inside. Note that what is inside is shielded
3. Revert to Launch (This can be a F5 and then F9 to get the same issue. Or go to Space Center and then choose to fly it)
4. Zoom into the cargobay and right click on something inside. Note that what is inside isnt shielded

What is causing the problem?

The cargo bay is the root part.

Work around:

In the SPH change the root part to something other than the cargobays. Then test again as above to find that now everything is shielded .

History

#1 - 01/21/2019 09:36 PM - quitessa

- File *Untitled Space Craft.craft* added
- Status changed from *New* to *Confirmed*
- % Done changed from *0* to *10*
- Expansion *Core Game, Making History* added

Confirmed that this issue is still in the game as of 1.6.1 stock.

A mk3 payload bay as root part with any payload is occluded if launched immediately but if you quicksave/load or otherwise leave the scene and come back to the craft the payload is no longer occluded.

Files

EJ_SAs Enterprise SSTO.craft	900 KB	12/04/2016	Anth12
Untitled Space Craft.craft	34.1 KB	01/21/2019	quitessa