

## Kerbal Space Program - Bug #13767

### High crash tolerance ignored

02/09/2017 06:47 PM - XiCC

<b>Status:</b>	New	<b>Start date:</b>	02/09/2017
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Physics		
<b>Target version:</b>			
<b>Version:</b>	1.2.2	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

##### Overview

I am developing some custom parts, including one with very high crash tolerance. However, the part is destroyed in a collision at high speed even though the crash tolerance in the CFG file is greater than the velocity at time of collision.

##### Reproduction

The collision speed in this instance was roughly 1100 m/s, while the part configuration states a crash tolerance of 10000 m/s. To test the part, I launched it on a sub-orbital trajectory. The part did not have parachutes or other attachments to reduce its speed, as the intention of the experiment was to test the crash tolerance.

##### Notes

Is there an upper limit to the crash tolerance value? Is crash tolerance simply ignored for collisions above a certain velocity? Even with *No Crash Damage* in the debug menu active, it seems that high-speed crashes still destroy spacecraft.