

Kerbal Space Program - Bug #13854

The Big Drill exploding on reentry when beyond a heatshield in 1.2.2

02/17/2017 08:02 PM - Kulebron

Status:	New	Start date:	02/17/2017
Severity:	Low	% Done:	0%
Assignee:			
Category:	Parts		
Target version:			
Version:	1.2.2	Language:	English (US)
Platform:	Linux	Mod Related:	No
Expansion:			

Description

Here's a simple test with screenshots: a ship is put on a highly eccentric orbit around Eve and reenters the atmosphere. The big drill explodes in a few seconds.

The drill is far from the heatshield when raised. It will stick through it if extended. And it is the only part that glows. Other parts are fine, and none is glowing red.

Apparently, the old bug is still there.

<http://imgur.com/a/ylxen>

History

#1 - 02/17/2017 08:02 PM - Kulebron

See the screenshots on imgur, they have thermal debug in the UI turned on.

#2 - 02/18/2017 10:55 AM - Kulebron

I've just checked if it works with the drill upside down, and it does perfectly fine. Also, in the part's debug info I don't see the "Exposed skin" line anymore.

#3 - 02/18/2017 05:26 PM - Kulebron

Screenshots with the drill upside down. No "exposed skin" row in the info popup.

<http://imgur.com/a/vdPwl>