

Kerbal Space Program - Bug #23997

Some parts are not being shielded from airstream by the fairings

10/21/2019 05:05 PM - iulianf

Status:	Resolved	Start date:	10/21/2019
Severity:	Low	% Done:	100%
Assignee:	victorr		
Category:	Physics		
Target version:	1.9.0		
Version:	1.8.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

After the last release (1.8.0) I noticed that some parts ("MK2 cockpit", and MK2 to 1.25 Adapter Long" among them) are not being shielded by the fairings, even they are fully enveloped by the fairings.

History

#1 - 10/21/2019 05:12 PM - iulianf

- File *Fairing_bug_1_0.craft* added

#2 - 10/21/2019 08:03 PM - Anth12

- Status changed from *New* to *Confirmed*

- % Done changed from *0* to *10*

Confirmed, but this isn't straight forward.

I can put 2 longer girder segments on top of each other and the top one will show drag and the one on the bottom wont.

I tested a few of the other fairings and they didnt have any problem at all.

I will look into this a big later, I want to see if the drag cubes are different from 1.7.3 and 1.8

Definitely doesnt happen in 1.7.3

#3 - 10/22/2019 01:58 AM - Anth12

- File *1.7.3 Fairing Bug.png* added

- File *1.8.0 Fairing Bug.png* added

- File *Anth1256_1_7_3 Version.craft* added

Here is an additional 2 screen shots that might put light on this issue for comparison.

Plus a craft that is compatible with 1.7.3.

I wonder if this is related to the drag/heat issues?

#4 - 10/22/2019 03:02 AM - Anth12

Further testing shows the next fairing 1.875 does have some issues.

#5 - 10/22/2019 03:49 PM - victorr

- File *Fairings not shielding larger parts.png* added

- Assignee set to *victorr*

#9 - 10/25/2019 09:39 PM - casualMLG

I discovered that from certain height upwards the fairings don't shield anything. The height is different for different fairing models and seems to start from the distance where interstage nodes end for every fairing respectively. Here is my reddit post about it:

https://www.reddit.com/r/KerbalSpaceProgram/comments/dkmpsm/fairings_are_bugged_from_certain_height_upwards/?utm_source=share&utm_medium=web2x

Edit: Seems to be fixed in 1.8.1

#10 - 10/27/2019 09:57 PM - vrampal

Looks like the following issues are all related:

- <https://bugs.kerbalspaceprogram.com/issues/23924>
- <https://bugs.kerbalspaceprogram.com/issues/23961>
- <https://bugs.kerbalspaceprogram.com/issues/23966>
- <https://bugs.kerbalspaceprogram.com/issues/23997>

Fairing, heat-shield or any other part does not deflect the re-entry air flow.

#11 - 02/15/2020 05:40 PM - victorr

- Status changed from *Confirmed* to *Ready to Test*
- Target version set to 1.9.0
- % Done changed from 10 to 80

We have made changes in this last release and would like your feedback please.

#12 - 02/16/2020 01:09 AM - Anonymous

It does seem to have been fixed in release 1.8.1, mentioned in comment #9, but then

victorr wrote:

We have made changes in this last release and would like your feedback please.

What are these changes in 1.9.0? Do you suspect a regression ?

#13 - 02/19/2020 03:37 AM - Anonymous

- Status changed from *Ready to Test* to *Resolved*
- % Done changed from 80 to 100

I cannot find any relevant change, and the behaviour remains the same as on 1.8.1 on the example craft.

Files

screenshot631.png	2.66 MB	10/21/2019	iulianf
screenshot633.png	2.6 MB	10/21/2019	iulianf
Fairing_bug 1_0.craft	33.2 KB	10/21/2019	iulianf
1.7.3 Fairing Bug.png	951 KB	10/22/2019	Anth12
1.8.0 Fairing Bug.png	1.01 MB	10/22/2019	Anth12
Anth1256 1_7_3 Version.craft	24.7 KB	10/22/2019	Anth12
Fairings not shielding larger parts.png	2.33 MB	10/22/2019	victorr