

Kerbal Space Program - Feature #2965

Correct the ISP implementation so that engine thrust, not fuel flow, depends on it

09/06/2014 01:32 PM - regex

Status:	New	% Done:	0%
Severity:	Normal		
Assignee:			
Category:	Physics		
Target version:			
Platform:	Any	Mod Related:	No
Expansion:			
Description			
Thrust in newtons = isp * mass flow rate (kg/s) * g0 (9.80665m/s^2)			
KSP does not model this correctly as thrust is constant no matter the current isp.			
Source: http://en.wikipedia.org/wiki/Specific_impulse			

History

#1 - 09/08/2014 08:41 AM - Geschosskopf

- Tracker changed from Bug to Feature
- Status changed from New to Not a Bug
- % Done changed from 0 to 100

A known simplification of the game. Not a bug, all working as intended. KSP isn't a simulator so takes certain liberties.

#2 - 09/08/2014 11:27 AM - Ted

- Status changed from Not a Bug to New
- % Done changed from 100 to 0

#3 - 09/08/2014 11:48 AM - Anonymous

- Subject changed from Engine thrust is constant to Correct the ISP implementation so that engine thrust, not fuel flow, depends on it