

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