

Kerbal Space Program - Feedback #3430

Aero parts by porkjet scale drag strangely

11/04/2014 07:12 AM - numerobis

Status:	Closed		
Severity:	Low		
Assignee:			
Category:	Parts		
Target version:			
Version:	0.25	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

Some of the new aero parts by porkjet (at least, that's who the cfg blames) are duplicates of each other scaled up or down. When scaling, the mass and lift were scaled, which is appropriate. The drag coefficient was also scaled, which is probably a mistake since the drag equation already takes size into account.

This makes e.g. two elevon4 have the same mass, lift, but half the drag of one elevon3, so your plane will fly more efficiently if it's cobbled together from more, smaller parts. More importantly (because much more mass is involved), a pair of Mk2 short tanks have less drag than the equivalent single Mk2 long tank.

I found this by inspection, and it was confirmed by in-game experiment here:

<http://forum.kerbalspaceprogram.com/threads/99072-A-funny-thing-happened-to-the-aero-parts?p=1520526>

The fix is to muck with the drag coefficients in the .cfg files.

History

#1 - 11/23/2014 12:25 PM - quietghost

- Tracker changed from Bug to Feedback

#2 - 07/17/2016 09:26 AM - TriggerAu

- Status changed from New to Needs Clarification

#3 - 07/18/2016 01:27 AM - numerobis

- Status changed from Needs Clarification to Resolved

- % Done changed from 0 to 100

Closing because this is to do with old aero parts in the old aero model.

#4 - 07/18/2016 03:56 AM - TriggerAu

- Status changed from Resolved to Closed

Thanks for the update numerobis