

Kerbal Space Program - Feedback #3543

Craft with high mass has seemingly no effect on planetary bodies

11/20/2014 05:31 PM - iClunk

Status:	Not a Bug		
Severity:	Very Low		
Assignee:			
Category:	Physics		
Target version:			
Version:	0.25	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

I'm not really sure if this can be considered a bug or not so putting it in the feedback category.

I edited a probe core into orbit around Gilly and dialed up its mass to greater than that of Kerbol (2E31) so see if that would affect Gilly but I saw no change in Gilly's orbit.

The persistence file is attached.

While it is unlikely for a craft to achieve this mass without editing files I thought I'd report this anyway.

Platform listed as "any" despite being tested in Windows (x64 version, stock) because the observations are likely a result of the underlying physics calculations.

History

#1 - 11/20/2014 07:20 PM - Ruedii

This is due to how physics are managed in the game. Planets and moons are on rails and only planets and moons are treated as having significant gravity. I know it's a cheap method, but it works fairly well, as normally such situations aren't created.

#2 - 11/23/2014 12:14 PM - quietghost

- Status changed from New to Not a Bug

- % Done changed from 0 to 100

And there is no changing the way the physics is done in the game.

Files

persistent.sfs	11.1 KB	11/20/2014	iClunk
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