

Kerbal Space Program - Feedback #3969

[SHIP] Asteroid Redirect Pt.1 & 2 ship is broken

01/13/2015 09:28 PM - meyerweb

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|------------------------|----------|---------------------|--------------|
| Status: | Closed | | |
| Severity: | Normal | | |
| Assignee: | | | |
| Category: | Gameplay | | |
| Target version: | | | |
| Version: | 0.90 | Language: | English (US) |
| Platform: | Any | Mod Related: | No |
| Expansion: | | | |

Description

The ship that's supplied in the Asteroid Redirect training tutorials (both part 1 and part 2) flames out after 1m06s or so, because the fuel it's carrying can't reach the engines. Apparently, it used to work fine, but the design got zorched somewhere along the way. To quote sal_vager: "The fuel lines are not feeding from the Jumbo-64 to the FL-T100's, the craft used in these tutorials was made before struts and fuel lines were changed to part modules, so the old fuel lines are broken."

(See

<http://forum.kerbalspaceprogram.com/threads/106999-Asteroid-Capture-Tutorial-Pts-1-and-2?p=1667270&viewfull=1#post1667270>)

History

#1 - 01/14/2015 07:47 AM - Squelch

- Tracker changed from Bug to Feedback

Many of the sample stock ships are due for review. As you observe, recent changes have affected how they work, so tweaks will be necessary to bring them into line.

This is not a bug per se, so I have set it as feedback.

#2 - 01/14/2015 01:53 PM - meyerweb

Sounds good; thanks. I'll also flag here that if you separate the first stage of the ship, the second stage seems very unstable. Firing up max thrusters causes the ship to spin wildly, even with SAS enabled. At least, I think it's the stock design that causes this problem. It's hard to know, being fairly new to KSP, and still at the "trying to reach stable orbit" point in my career game.

#3 - 01/14/2015 06:58 PM - meyerweb

Updated observation: the ship in Asteroid Redirect, Pt. 1 seems only to go crazy out of control with SAS turned on. With SAS off, it drifts as usual but doesn't go tumbling wildly. The ship in Pt. 2 doesn't seem to have the same problem, though I have not rigorously tested this yet.

#4 - 07/17/2016 09:27 AM - TriggerAu

- Status changed from New to Needs Clarification

#5 - 07/28/2016 12:42 AM - meyerweb

- Status changed from Needs Clarification to Resolved

- % Done changed from 0 to 100

This problem no longer exists. In all honesty, I thought this bug had been closed RESOLVED long ago, when the tutorials were overhauled some time after 0.9. Happy to mark it so now.

#6 - 07/28/2016 11:46 AM - TriggerAu

- Status changed from Resolved to Closed