

## Kerbal Space Program - Bug #4937

### engine.MinThrust have no effect

05/05/2015 09:48 PM - Merill

<b>Status:</b>	Duplicate	<b>Start date:</b>	05/05/2015
<b>Severity:</b>	Low	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Plugins/Add-Ons		
<b>Target version:</b>			
<b>Version:</b>	1.0.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

In ksp 0.90, a plug-in can change the minThrust. In ksp 1.0, 1.0.2, modifying this field do nothing.

Example: setting lv-T30 minThrust to 100 in config file.

When throttling to 0, setting minThrust to 0 (via a KspEvent plug-in), the CalculateThrust() function return the node config value and not 0.

Tested on ksp 0.90, 1.0, 1.0.2. Windows 32bit.

#### History

#1 - 05/12/2015 01:37 PM - Merill

- Status changed from New to Duplicate

- % Done changed from 0 to 100

I understand the new behaviour:

now the thrust isn't given by min/max thrust but by min/maxFuelFlow\*G\*isp

So i need to update the min/max Fuel flow with vaccum isp via:

$\text{fuelFlow} = \text{requestedThrust} / (\text{G} * \text{isp})$

I think the atmChangeFlow bool is a switch between the old and new mode (i didn't test it).

ps: no "not an issue" Status, so i set "Duplicate" instead