

## Kerbal Space Program - Feature #1224

### More realistic buoyancy (of ocean) and friction (of planet surface and parts)

08/21/2013 09:01 PM - Cesrate

<b>Status:</b>	New	<b>% Done:</b>	0%
<b>Severity:</b>	Low		
<b>Assignee:</b>			
<b>Category:</b>	Physics		
<b>Target version:</b>			
<b>Platform:</b>	Any	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

It seems that the current buoyancy doesn't follow the principle of buoyancy, and, a little TOO big; and the friction of surface is too low. And Kerbals can't stand on parts if they are moving on water.

And, Jool's surface need to be updated, the current one is just super elastic solid. It's more like very dense air to float the parts.