

Kerbal Space Program - Bug #12845

Ablators not ablating during re-entry

10/06/2016 01:59 AM - Entih

Status:	Closed	Start date:	10/06/2016
Severity:	Low	% Done:	100%
Assignee:			
Category:	Parts		
Target version:			
Version:	Not Applicable	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

Issue: Ablating heat shields do not properly ablate during re-entry (Some ablation appears to happen in some atmospheric flight, but not during re-entry).

To test, make a simple ship capable of escaping atmosphere and equip it with a heat shield. Upon re-entering atmosphere, expected behavior is not presented by the shield, and parts behind the shield continue to heat up.

Attached is a screenshot of the ablator not ablating as expected.

Version: 1.2.0.1569 pre-release, Windows x64

History

#1 - 10/06/2016 04:37 AM - Entih

- File 20161006003223_1.jpg added

Further testing seems to indicate that ablators do ablate in certain circumstances, however I have still not gotten them to ablate in the expected manner.

Screenshot included displays heat shield facing rear of the vessel while ablator resource is actively draining as though the shielding was facing the direction of re-entry.

#2 - 10/06/2016 05:00 AM - Entih

- File 2016-10-05_213830.rar added

#3 - 10/06/2016 05:01 AM - Entih

Upon even further testing, attempting to jettison the heat shield in the example caused a game crash. Crash log included.

#4 - 10/06/2016 10:25 PM - WKibbous

- File quicksave.sfs added

Can confirm on Linux 1569, uploaded quicksave.sfs- once you get into Kerbin's atmo (around 69Km) ditch the rocket half (spacebar) and use SAS to hold retrograde.

#5 - 10/07/2016 08:43 PM - WKibbous

Also, more of an observation than anything tested, but it was almost as if the heat shield wasn't registering as being there- I had a lot of heat gauges pop up pretty early and lost the battery and panels, which doesn't generally happen with this design.

#6 - 10/08/2016 05:48 PM - Entih

Confirming that as of pre-release version 1576, the issue appears to be resolved in the Windows x64 client. Normal ablation behavior is back.

#7 - 10/10/2016 02:21 PM - SkyKaptn

I am having the same issue. (Only tested with 1.25m). Still does not work in 1576, windows x64. Built a simple vessel from scratch and not relying on old craft file. Pod - heat shield - stack decoupler - fuel tank - engine.

#8 - 10/10/2016 02:22 PM - SkyKaptn

- Status changed from New to Confirmed
- % Done changed from 0 to 10

#9 - 10/20/2016 10:52 AM - sal_vager

- Status changed from Confirmed to Need More Info
- % Done changed from 10 to 0

Testing here shows the ablator is working correctly, so we will need you to re-upload your files so we can see what you are doing, thank you.

#10 - 10/24/2016 11:50 AM - sal_vager

- File screenshot10.png added
- Status changed from Need More Info to Resolved
- % Done changed from 0 to 100

Looks like this was a pre-release only issue.

#11 - 11/03/2016 06:56 AM - JPLRepo

- Status changed from Resolved to Closed

Files

20161005214330_1.jpg	221 KB	10/06/2016	Entih
20161006003223_1.jpg	195 KB	10/06/2016	Entih
2016-10-05_213830.rar	91 KB	10/06/2016	Entih
quicksave.sfs	158 KB	10/06/2016	WKibbous
screenshot10.png	727 KB	10/24/2016	sal_vager