

Kerbal Space Program - Bug #13000

Chutes Lose Drag Inside Service Bay (Edge-Case)

10/14/2016 03:46 AM - DefiantZombie

Status:	Updated	Start date:	10/14/2016
Severity:	Very Low	% Done:	10%
Assignee:			
Category:	Physics		
Target version:			
Version:	1.2.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

Version: 1.2.0-1586 Windows Steam x64

When armed chutes inside a service bay are deployed with the bay closed they provide minimal drag and your craft is doomed.

Steps:

1. Load the attached quicksave or launch the craft.
2. De-orbit burn.
3. Open the top service bay and stage the parachutes.
4. Close the top service bay.
5. Observe the following:
 - Parachutes will deploy when safe.
 - Parachutes will unfurl at 1k (or whatever is set if you change it).
 - Craft will not slow down as it should.

Verify:

1. Redo steps 1-4 above.
2. When the chutes deploy open the service bay.
3. Observe the craft slows as it should. Closing the service bay at this point has no adverse effect.

History

#1 - 06/21/2019 03:32 PM - Robert.Keech

- Status changed from New to Updated
- % Done changed from 0 to 10
- Expansion Core Game added

Bug still occurs, build 1.7.3.2563.

Files

Chute Occlusion Test A.craft	40.8 KB	10/14/2016	DefiantZombie
chute occlusion test.sfs	51.9 KB	10/14/2016	DefiantZombie