

Kerbal Space Program - Feature #1428

Option for no vessel kinematic calculations

10/09/2013 12:39 PM - SixMarbles

Status:	Not a Bug	% Done:	0%
Severity:	Very Low		
Assignee:			
Category:	Physics		
Target version:	0.21.1		
Platform:	Windows	Mod Related:	No
Expansion:			
Description			
<p>In the interest of conserving CPU cycles and improving frame rates, I suggest allowing the user to disable kinematic calculations within ships, including the active vessel.</p> <p>This does not mean that node stress is not to be calculated. Impacts and torque/moment should still have the potential to separate nodes.</p> <p>Disabling the motion of individual parts while still calculating stresses on nodes will have the effect of vastly simplifying moment calculations for a whole vessel, while still allowing poorly placed thrusters and engines to cause damage.</p> <p>I would like to see this as a debug menu option.</p>			