

Kerbal Space Program - Feedback #16252

Rover wheels heat production

10/21/2017 07:38 AM - Azimech

Status:	New		
Severity:	Low		
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.3.1	Language:	English (US)
Platform:	Linux, OSX, PS4, Windows, XBoxOne	Mod Related:	No
Expansion:			

Description

The situation as it is now: rover wheels have a linear torque decline with increasing speed. Instead of limiting the torque, I'd much rather see them produce heat like this: base heat production at max energy consumption x speed multiplier.

Furthermore I really dislike the idea of a wheel assembly exploding when overheated due to energy consumption (internal heating only, to differentiate between for example re-entry). Burning out the motor, without popping the tyre would be more realistic. Repair requirement: engineer level 5.