

Kerbal Space Program - Feedback #16253

Part basic buoyancy parameters are way off

10/21/2017 07:51 AM - Azimech

<b>Status:</b>	New	
<b>Severity:</b>	Low	
<b>Assignee:</b>		
<b>Category:</b>	Physics	
<b>Target version:</b>		
<b>Version:</b>	1.3.1	<b>Language:</b> English (US)
<b>Platform:</b>	Linux, OSX, PS4, Windows, XBoxOne	<b>Mod Related:</b> No
<b>Expansion:</b>		
<b>Description</b>		
<p>Most parts in KSP float in an excessive, unnatural way. Fairings that pogo on the water surface etc. Fuel cells sink but fuel cell arrays float. With just the addition of</p> <p>buoyancy = x</p> <p>to every part.cfg, this can be greatly improved.</p> <p>For more information, see this topic: <a href="https://forum.kerbalspaceprogram.com/index.php?/topic/160951-analysis-of-the-buoyancy-of-parts-and-how-to-improve-things/">https://forum.kerbalspaceprogram.com/index.php?/topic/160951-analysis-of-the-buoyancy-of-parts-and-how-to-improve-things/</a></p>		