

# Kerbal Space Program - Bug #18034

## Mass of structural tubes

03/14/2018 01:36 PM - xsr71

<b>Status:</b> Closed	<b>Start date:</b> 03/14/2018
<b>Severity:</b> Low	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b> Gameplay	
<b>Target version:</b>	
<b>Version:</b> 1.4.1	<b>Language:</b> English (US)
<b>Platform:</b> Windows	<b>Mod Related:</b> No
<b>Expansion:</b> Making History	

### Description

Not sure if this is indeed a bug of intended design, but feels super weird to me that all structural tubes have the same mass, regardless of size or length.

### History

#### #1 - 06/25/2019 03:19 PM - Robert.Keech

- Status changed from New to Updated

- % Done changed from 0 to 10

Issue no longer occurs

#### #2 - 06/25/2019 03:19 PM - Robert.Keech

- Status changed from Updated to Resolved

- % Done changed from 10 to 100

#### #3 - 06/25/2019 05:44 PM - chris.fulton

- Status changed from Resolved to Closed

### Files

20180314103342_1.jpg	343 KB	03/14/2018	xsr71
20180314103332_1.jpg	352 KB	03/14/2018	xsr71