

Kerbal Space Program - Bug #18105

Seated Kerbals Not Occluded In Cargo/Materials Bays/Fairings.

03/17/2018 10:15 PM - Cupcake..

Status:	Closed	Start date:	03/17/2018
Severity:	Low	% Done:	100%
Assignee:			
Category:	Physics		
Target version:	1.5.0		
Version:	1.4.1	Language:	English (US)
Platform:	OSX, Windows	Mod Related:	No
Expansion:	Core Game		

Description

This is a bug that appeared in a previous version of KSP. As the title suggests Kerbals are no longer being occluded in cargo/materials bays/fairings and consequently producing huge amounts of drag and running the risk of exposure to re-entry heat.

~~0WBt07Uz.jpg~~

Testing was done in 100% stock environment, no Mods. Windows 64.
I hope this bug can be fixed soon as it isn't ideal for my SSTO designs!

eBb81Y1.jpg

Related issues:

Related to Kerbal Space Program - Bug #18782: The kerman in the fairing will ...	Closed	05/03/2018
Copied to Kerbal Space Program - Bug #19357: Seated Kerbals Not Occluded In C...	Moot	03/17/2018

History

#1 - 03/30/2018 12:37 AM - engineersdontfly@gmail.com

- File Screen Shot 2018-03-29 at 5.32.00 PM.png added
- Status changed from New to Confirmed
- % Done changed from 0 to 10
- Platform OSX added

I have found this same bug in my 1.4.2 OSX steam game.

Each kerbal is in a command char sitting on a cubic octagonal strut inside their respective cargo bays.

When the craft starts moving, the drag of the struts stays at zero, but the drag of the kerbal still exists.

<https://imgur.com/FwLkLfJ>

Entire album: <https://imgur.com/a/R3q36>

#3 - 03/30/2018 03:19 AM - fourfa2

Here's a craft that always shielded kerbals from drag in 1.2.x and 1.3.x, which now kills them:

<https://kerbalx.com/fourfa/Nano-SSTO>

#4 - 04/28/2018 10:35 PM - Cupcake..

Bug is still present in 1.4.3. Does that mean we have to file a fresh bug report?

#5 - 06/19/2018 03:01 AM - Anonymous

A duplicate report using version 1.4.3 exists

<https://bugs.kerbalspaceprogram.com/issues/18782>

So even if Squad staff filter by reported-in version, this will be found.

I started a thread to collect what information users might have, at

<https://forum.kerbalspaceprogram.com/index.php?topic/175939-draggy-kerbals-in-command-chairs-in-cargo-bays/>

#6 - 06/26/2018 10:28 AM - TriggerAu

Fixed in 1.4.4

#7 - 06/30/2018 11:24 PM - Anonymous

- *File screenshot12.jpg added*

What steps are required to demonstrate that the bug is fixed? If I

- 1) Install a fresh KSP 1.4.4
- 2) Download the craft file in the report
- 3) Separate the fairing-deploy from the engine-fire staging
- 4) Enable display of part-drag in the debug menu
- 4) EVA each Kerbal, walk them to one of the EAS-1 seats
- 5) Close the cargo bays
- 6) Stage engines

then I see the same results as in the original report, except that the Kerbal in the Mk3 cargo bay shows no drag (seen in screenshot12.jpg attached)
I can feel the drag when flying Fourfa's example craft.

On the user forum, I speculated that, after loading a Kerbal into the chair and closing the bay, an F5 quicksave / F9 quickload would give the desired behavior.

#8 - 07/05/2018 03:22 AM - bewing

- *Related to Bug #18782: The kerman in the fairing will still be calculated resistance added*

#9 - 07/05/2018 04:37 AM - bewing

- *Copied to Bug #19357: Seated Kerbals Not Occluded In Cargo/Service Bays/Fairings (except MK3) added*

#11 - 10/15/2018 06:50 PM - joshua.collins

- *Status changed from Confirmed to Ready to Test*

- *Target version set to 1.5.0*

- *% Done changed from 10 to 80*

#12 - 12/08/2018 06:14 AM - Anonymous

- *Status changed from Ready to Test to Resolved*

- *% Done changed from 80 to 100*

This one was fixed, all-the-way, in version 1.4.5 and remains so in 1.5.1

#13 - 12/13/2018 12:56 AM - joshua.collins

- *Status changed from Resolved to Closed*

Files

Oclusion Test.craft	36.1 KB	03/17/2018	Cupcake..
Screen Shot 2018-03-29 at 5.32.00 PM.png	3.58 MB	03/30/2018	engineersdontfly@gmail.com
screenshot12.jpg	176 KB	06/30/2018	Anonymous