

Kerbal Space Program - Bug #18126

Structural Tubes don't shield objects inside of them

03/19/2018 05:05 PM - maculator

Status: Investigating	Start date: 03/19/2018
Severity: Low	% Done: 20%
Assignee:	
Category: Physics	
Target version:	
Version: 1.4.1	Language: English (US)
Platform: Windows	Mod Related: No
Expansion: Making History	
Description	
For example: it stil rippes off your antennas when you put them inside a tube with closed nodes.	
Related issues:	
Has duplicate Kerbal Space Program - Bug #19093: DLC Structural Tubes do not ...	Duplicate 05/28/2018

History

#2 - 03/20/2018 04:10 PM - diomedea

- Status changed from New to Duplicate

- % Done changed from 0 to 100

#5 - 03/27/2018 04:20 PM - Squelch

- Status changed from Duplicate to Investigating

- % Done changed from 100 to 20

#6 - 03/28/2018 08:48 AM - jclovis3

- File Test.craft added

Can you provide craft files or photos to look at? I just tested Mk3 Cargo Bay CRG-25 with open antennae and solar panels. My ship is attached. I was very careful to ensure both the top and bottom of the Cargo Bay were completely sealed off, and not leaving a gap between parts. You might need to check that in your own ship, or specify which parts you are using, but the craft file would be most helpful.

#7 - 05/29/2018 04:20 PM - diomedea

- Has duplicate Bug #19093: DLC Structural Tubes do not occlude drag of internal parts added

#8 - 07/08/2018 03:30 AM - Anonymous

The old 'structural fuselage' behaved the same way. There is a patch for those who want such parts to shield their contents

<https://forum.kerbalspaceprogram.com/index.php?topic/139980-130-community-database-of-module-manager-patches-for-stock-ksp/&do=findComment&comment=3384236>

That patch applies the cargo-bay code to the structural fuselage, and other hollow-looking parts.

#9 - 09/23/2018 06:05 AM - Anonymous

I added patches for EnginePlates and StructuralTubes to the forum thread linked above.

#10 - 12/10/2018 02:16 AM - blowfish

This may not have always been the case, but it appears that ModuleCargoBay expects there to be an animation module (or some other scalar module) controlling its state. I was able to work around this on some mod parts by adding a dummy ModuleColorChanger that doesn't actually do anything but fulfills the requirement. It would be ideal if the stock module supported this though.

Files

Test.craft	21.6 KB	03/28/2018	jclovis3
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