

Kerbal Space Program - Bug #18264

Fairings producing abnormal amount of drag

03/28/2018 09:10 PM - Nachbar

Status:	Closed	Start date:	03/28/2018
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Parts		
Target version:	1.4.3		
Version:	1.4.2	Language:	English (US)
Platform:	Linux, Windows	Mod Related:	No
Expansion:	Core Game		

Description

KSP Version: 1.4.2.2110 (WindowsPlayer x64) en-us

What Happens: Fairings produce an exceedingly high amount of drag

Mods / Add-Ons: none. Fresh install

Steps to Replicate: Build 2 rockets of similar size/weight and have one of them use a nose cone and another use a fairing

Result: The rocket with the fairing goes about 1/4 the distance compared to the one without

Fixes/Workarounds: don't use fairings?

Other Notes/Pictures/Log Files: Here are 2 example craft that I made to test with:
https://drive.google.com/open?id=1MCluAVxSSUg6OewV04_zFVf9HcR2O_Hl and
<https://drive.google.com/open?id=1rgqZnOxluiXVC9fm0PUFAkZB8jSgcoLu>

The example rocket without fairings (TEST) will go to about 520km straight up with sas enabled. the one with fairings (TEST 2) will only go to 130km

Screenshots: <https://imgur.com/a/E49jC>

This is my first bug report let me know if there is anything else I should be providing.

Related issues:

Related to Kerbal Space Program - Bug #18288: Fairings have 0 (zero) drag.

Closed

03/30/2018

History

#1 - 03/28/2018 11:42 PM - JimmyR

- File *Fairing vs structural fuselage drag test.craft* added
- Platform *Linux* added
- Platform *deleted (Windows)*

screenshot: <https://imgur.com/oTmeeyg>

#2 - 03/28/2018 11:47 PM - JimmyR

- Platform *Windows* added

#3 - 03/29/2018 10:34 AM - Squelch

- Status changed from *New* to *Investigating*
- % Done changed from *0* to *20*

Thank you for the report. We are looking into this.

#5 - 04/03/2018 11:06 AM - Squelch

- Related to Bug #18288: Fairings have 0 (zero) drag. added

#6 - 04/03/2018 06:07 PM - Squelch

- Status changed from Investigating to Being Worked On

- % Done changed from 20 to 30

#7 - 04/03/2018 06:10 PM - Squelch

- Severity changed from Low to Normal

#8 - 04/05/2018 12:25 PM - Nachbar

If you take my craft that has fairings and deploy the fairing before launch the craft will ascend to roughly the same altitude. Its as if the fairing is doing nothing at all.

#9 - 04/26/2018 11:28 PM - Squelch

- Status changed from Being Worked On to Ready to Test

- Target version set to 1.4.3

- % Done changed from 30 to 80

These problems have now been addressed.

#10 - 04/27/2018 05:58 AM - Nachbar

- Status changed from Ready to Test to Resolved

- % Done changed from 80 to 100

Thanks squad! All fixed!

#11 - 07/26/2018 09:47 PM - joshua.collins

- Status changed from Resolved to Closed

Files

TEST.craft	24.4 KB	03/28/2018	Nachbar
TEST2.craft	27.3 KB	03/28/2018	Nachbar
Fairing vs structural fuselage drag test.craft	74.5 KB	03/28/2018	JimmyR