Kerbal Space Program - Feedback #19082

Change request - Lets not blow up things that shouldn't blow up

05/26/2018 10:42 AM - jclovis3

Status:	New		
Severity:	Low		
Assignee:			
Category:	Physics		
Target version:			
Version:	1.4.3	**Language:**	Deutsche (German), English (US), Español (Spanish), Français (French), Italiano (Italian), Português-Brazil (Portuguese-Brazil), ру́сский (Russian), □□□ (Japanese), □□□□ (Chinese Simplified)
Platform:	Linux, OSX, PS4, Windows, XBoxOne	**Mod Related:**	No
Expansion:	Core Game		

Description

Watch: https://youtu.be/3PyJ-FqbVV4

In this video, I knocked down a flag, then ran it over several times (all that edited out) before I could finally get it to repeat what I had seen it do several other times elsewhere.. the flag blew up. Many parts blow up that don't contain any explosive components, but why? Is that just KSP non-sensory, humor, or imagination? Or is it simply cutting corners to simplify the job of determining how things should look when they are destroyed?

I personally get quit irritated at explosions where there shouldn't be any (being startled like that). We need other effects like simply wood or plastic breaking, metal bending or squeaking under pressure. When a heat shield falls to the ground, why does it blow up (especially the inflated one)? Where's the sense in that? If it falls flat, it should make a thump sound as it hits dirt. If it rotates to the side, because things like to fall in a more streamlined way, then maybe it should stick into the ground, or break apart at most (shatter if it's ceramic). There are no fuels or explosives in a heat shield. Nothing to combust. The same with flags, landing struts (though retractable gear may have hydraulic fluid), control surfaces, nose cones, frame parts, etc... you see where I'm going with this?

Now violations of physics where parts intersect one another might be another story. I can see a correction there in which fuel tanks with parts stashed in them should have reduced fuel capacity, because of the space those other parts take up. The same would go with overlapping tanks. I would describe this like two intersecting circles, having a combined area less than the sum of their individual areas. But this would require major rework in the SPH/VAB and physics to not allow parts to bend and merge into one another as we often see when there are a shortage of struts where they are needed.