

Kerbal Space Program - Bug #19357

Seated Kerbals Not Occluded In Cargo/Service Bays/Fairings (except MK3)

07/05/2018 04:37 AM - bewing

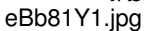
Status:	Moot	Start date:	03/17/2018
Severity:	Normal	% Done:	0%
Assignee:			
Category:	Physics		
Target version:			
Version:	1.4.1	Language:	English (US)
Platform:	OSX, Windows	Mod Related:	No
Expansion:	Core Game		

Description

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

Note that this bug was fixed for 1.4.4 in **MK3 cargo bays only**. For some reason, those are behaving differently from all the other bays.

 03187U.jpg

 eBb81Y1.jpg

Reproduction:

Launch one of the test vehicles.

Turn on "View Aero Data in Context Menus" in the Physics/Aero tab of the Debug menu.

EVA a kerbal and walk it over to a seat, with the bay open.

Seat the kerbal.

Open and pin the context menus for the Kerbal, and the Command seat.

Close the bay.

Select the Command Pod of the craft and choose "Control from here" in the PAW.

Turn on SAS.

Stage the engine.

Increase throttle.

Result:

The Kerbal's PAW will show drag, while the command seat is shown with zero drag because it's occluded.

Related issues:

Copied from Kerbal Space Program - Bug #18105: Seated Kerbals Not Occluded In ...

Closed

03/17/2018

History

#1 - 07/05/2018 04:37 AM - bewing

- File *seat_test2.craft* added

- Copied from Bug #18105: Seated Kerbals Not Occluded In Cargo/Materials Bays/Fairings. added

#3 - 07/05/2018 04:52 AM - bewing

- Status changed from Confirmed to Moot

- % Done changed from 10 to 0

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
seat_test2.craft	29.4 KB	07/05/2018	bewing