Kerbal Space Program - Bug #19575

Erroneous this.vessel data returned on FixedUpdate

08/26/2018 05:54 PM - Fengist

Status:	New		**Start date:**	08/26/2018
Severity:	Low		**% Done:**	0%
Assignee:				
Category:	Physics			
Target version:				
Version:	1.4.5		**Language:**	English (US)
Platform:	Windows		**Mod Related:**	No
Expansion:	Core Game			

Description

I'm creating parts that use vessel.atmosphericTemperature. Excessive temperature causes these parts to explode.

While attempting to test F5/f9 I discovered all of my parts were exploding.

Reason? vessel.atmospheric temperature was returning: 9423520.13165333 K

The vessel was sitting on the KSC runway.

History

#1 - 08/26/2018 07:36 PM - Fengist

- Subject changed from this.vessel.atmosphericTemperature in excess of 9 million Kelvin on game load to Erroneous this.vessel data returned on FixedUpdate

this.vessel data, like atmosphericTemperature are being set after the PartModule FixedUpdate runs. This creates some very erroneous readings during the first few cycles of FixedUpdate, like these temperatures:

-3037904.50608881
-4566205.7098681
9423520.13165333