

Kerbal Space Program - Bug #20266

Structural tubes from Making History. Any part attached to the structural tube via node will create way more drag than it supposed to create.

10/20/2018 02:58 PM - dok_377

Status:	Confirmed	Start date:	10/20/2018
Severity:	Low	% Done:	10%
Assignee:			
Category:	Parts		
Target version:			
Version:	1.5.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game, Making History		

Description

It applies to any structural tube size. For recreation you just need to attach a part to the structural tube via node and fly vessel. Structural tube by itself will not create drag, but the part that's attached to it will create drag as if it had an opened node. Take a look at the screenshots below, it shows that the fuel tank is creating way more drag when it's attached to the structural tube. When it's attached to the structural fuselage, everything appears to be normal.

History

#1 - 12/08/2018 06:49 AM - Anonymous

- Status changed from New to Confirmed

- % Done changed from 0 to 10

duplicate of [#19376](#)

Files

2018-10-20_175255.png	630 KB	10/20/2018	dok_377
2018-10-20_175308.png	743 KB	10/20/2018	dok_377