Kerbal Space Program - Bug #20926

Delta V shown as 0 with engine plate confusing staging

01/12/2019 09:15 AM - Nebbie

Status:	Closed	**Start date:**	01/12/2019
Severity:	Low	**% Done:**	100%
Assignee:			
Category:	Controls and UI		
Target version:	1.7.0		
Version:	1.6.1	**Language:**	English (US)
Platform:	Linux, Windows	**Mod Related:**	No
Expansion:	Core Game, Making History		

Description

So engine plates have always confused the VAB with staging because it believes they operate like regular decouplers and thus will jettison themselves and anything underneath (engines), but now that there's a delta V readout, it's of course messed up by this. Oddly, the fairing staging order affects it in the example craft.

History

#1 - 01/31/2019 10:56 AM - raptor9_ksp

- Status changed from New to Confirmed

- % Done changed from 0 to 10

- Platform Windows added

Confirmed to exist in the Windows version as well.

#3 - 04/11/2019 10:23 PM - chris.fulton

- Status changed from Confirmed to Ready to Test

- Target version set to 1.7.0

- % Done changed from 10 to 80

Changes have been made up to 1.7. Setting this bug to RTT since it should be fixed.

#4 - 04/13/2019 07:48 PM - Nebbie

- File screenshot1543.png added

- Status changed from Ready to Test to Resolved

- % Done changed from 80 to 100

Delta V readout is fixed in 1.7. Engineer's Report is still wrong, but that's not the focus of the bug.

#5 - 04/15/2019 06:29 PM - chris.fulton

- Status changed from Resolved to Closed

Files

screenshot1102.png	2.69 MB	01/12/2019	Nebbie
screenshot1103.png	2.7 MB	01/12/2019	Nebbie
screenshot1104.png	2.4 MB	01/12/2019	Nebbie
Kerbin Explorer Mk1.craft	53.5 KB	01/12/2019	Nebbie
Kerbin Explorer Mk1.loadmeta	2.1 KB	01/12/2019	Nebbie
screenshot1543.png	2.28 MB	04/13/2019	Nebbie