

## Kerbal Space Program - Bug #21140

### Physics Range (pack/unpack) and Render Range (load/unload) are incorrect in the physics.cfg for Flying under VesselRanges

02/02/2019 07:11 PM - Anth12

<b>Status:</b>	Confirmed	<b>Start date:</b>	02/03/2019
<b>Severity:</b>	Low	<b>% Done:</b>	10%
<b>Assignee:</b>	victorr		
<b>Category:</b>	Physics		
<b>Target version:</b>			
<b>Version:</b>	1.6.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

#### Description

GOG KSP 1.2.2  
GOG KSP 1.6.1

#### Description:

In physics.cfg under VesselRanges are incorrect for Flying flying {  
load = 2250  
unload = 22500  
pack = 25000  
unpack = 2000  
}

Note that the order how I understand KSP is:

1. Object is loaded (rendered)
2. Object is unpacked (physics is applied)
3. Object is packed (physics is removed)
4. Object is Unloaded (rendered object is removed)

The objects physics is still in affect when its unloaded for Flying. I have no idea how this would affect the game.

Has been like this since 1.2.2 by the looks of it

Thanks goes to taniwha who showed me this.

#### History

#1 - 11/08/2019 03:17 PM - victorr

- Assignee set to victorr

#3 - 03/04/2020 04:55 PM - victorr

- Status changed from New to Confirmed

- % Done changed from 0 to 10