

Kerbal Space Program - Bug #21340

PartDatabase.cfg that is installed as part of a clean install of KSP 1.6.1 causes issues in game

02/23/2019 02:21 AM - Anth12

Status:	New	Start date:	02/23/2019
Severity:	Low	% Done:	0%
Assignee:			
Category:	Physics		
Target version:			
Version:	1.6.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

KSP 1.6 Fresh Install with PartDatabase.cfg as installed
KSP 1.6 Fresh Install and PartDatabase.cfg deleted and regenerated on starting

Issue:

On a fresh install of KSP 1.6.1 on steam the PartDatabase.cfg isnt the same as if KSP generates the file itself

Reproduce:

The attached craft according to ksp has deltav of 3713 (vacuum) which is ample to get into Kerbin orbit. If using the PartDatabase.cfg that is downloaded at the time of installation it will never get into orbit.

Work Around:

Delete the PartDatabase.cfg and have KSP forced to generate it when its started. Then 3713 deltav will be enough to get into kerbin orbit
Pictures attached show that the crafts new Terrier Drag cubes arent correct for the clean install

Recommendation: Remove PartDatabase.cfg from the Install of KSP entirely and force KSP to refresh the file when theres any update (or delete it as part of the update)

Note: I know the terrier is incorrect. The other parts that are different to the generated file could be right or wrong to be honest.

Credit goes to **JonnyOThan** who told me about the following reddit post by **Tiefman** and pointing me towards the PartDatabase.cfg as a possible issue

https://www.reddiit.com/r/KerbalAcademy/comments/at9i6j/update_losing_speed_on_certain_crafts_compared_to/

Craft attached was from the reddit post.

Files

File Name	Size	Date	Author
PartDatabase On Install.cfg	158 KB	02/23/2019	Anth12
PartDatabase Generated.cfg	154 KB	02/23/2019	Anth12
Installed.png	858 KB	02/23/2019	Anth12
Generated.png	796 KB	02/23/2019	Anth12
DV of 3713.craft	31.4 KB	02/23/2019	Anth12