

## Kerbal Space Program - Bug #22883

### Kerbal G-Forces calculated from craft center of mass, not kerbal location

06/14/2019 09:20 AM - Ruedii

<b>Status:</b>	Confirmed	<b>Start date:</b>	06/14/2019
<b>Severity:</b>	Low	<b>% Done:</b>	10%
<b>Assignee:</b>	just_jim		
<b>Category:</b>	Physics		
<b>Target version:</b>			
<b>Version:</b>	1.7.2	<b>Language:</b>	English (US)
<b>Platform:</b>	Linux, Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Breaking Ground, Core Game		
<b>Description</b>			
<p>When Goofing off with the rotors from Breaking Ground, I made a few amusement rides. Who hasn't thought of doing it.</p> <p>I was hoping to make my kerbals pass out from G-Forces but I ran into an interesting bug:</p> <p>It seems the G-Forces for kerbals aren't calculated from where the Kerbals are but from where the center of mass is.</p> <p>This means that the centrifugal force of a rotating rotor with the kerbal command pods on the side, create no Kerbal G-Forces.</p> <p>To replicate the behavior:</p> <ol style="list-style-type: none"><li>1. Create a nice little centrifuge with a heavy duty rotor in the center, mounted to the ground with launch clamps, with two pods off to the side.</li><li>2. Switch Command to one of the two side pods.</li><li>3. Spin up the Centrifuge to about 200RPM (Higher than that will often result in it tearing itself apart)</li><li>4. Note that neither G-Forces, nor kerbal G-Forces increase.</li></ol> <p>Expected behavior:</p> <p>G-Forces should be read properly and the kerbal in the command pod should pass out.</p>			

#### History

##### #1 - 07/19/2019 03:40 PM - Ruedii

- File *Spinner Test 2.craft* added

I Finally got around to making a really nice example craft. (Something I would be proud to post.) Sorry about the wait.

I also wanted to make sure the bug was not fixed in the rollout fixes before bothering with the additional time and effort.

##### #2 - 10/28/2019 09:29 PM - just\_jim

- Status changed from *New* to *Confirmed*

- % Done changed from *0* to *10*

- Platform *Windows* added

Nice test craft. And yes, the Kerbal's are apparently not registering any G-forces.

##### #4 - 10/28/2019 09:30 PM - just\_jim

- Assignee set to *just\_jim*

##### #5 - 03/04/2020 06:34 PM - just\_jim

- Severity changed from *Normal* to *Low*

#### Files

Spinner Test 2.craft	40.2 KB	07/19/2019	Ruedii
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