

Kerbal Space Program - Bug #22910

Part drag does not update when moved in or out of closed cargo/service bay/fairing

06/17/2019 05:15 AM - fourfa

Status:	Confirmed	Start date:	06/17/2019
Severity:	Low	% Done:	10%
Assignee:			
Category:	Physics		
Target version:			
Version:	1.7.2	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground		

Description

Parts that start flight inside a closed cargo bay (or fairing or service bay) get zero drag even when moved outside the bay. Parts that start flight outside get drag at all times, even when moved inside the bay.

Test craft (press R in flight to change states):

<https://kerbalx.com/fourfa/BG-drag-test>

History

#1 - 06/17/2019 07:15 AM - Anonymous

- Status changed from New to Confirmed

- % Done changed from 0 to 10

I can confirm, but I suggest we only want a fix if the feasible fix is better than existing workarounds.

The similar situation of landing gear, whose center-of-bounding-box for shielding purposes can move in or out of a closed bay, solves this by restricting deployment, the unpopular "cannot deploy while stowed", which we recently have been able to disable on landing gear.

Players can correct the drag by briefly cracking open the cargo bay, or with a quicksave/quickload.

To be a better solution than that workaround, I think, robotic parts (and landing gear for that matter) would need to trigger a recalculation of shielding on their connected parts whenever their motion completes.

Maybe re-calculation more often is feasible; I notice that the inflatable heat-shield updates its surface area a couple times per second if its deploy-limit is adjusted using an Axis Group.

Files

BG drag test.craft	105 KB	06/17/2019	fourfa
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