

Kerbal Space Program - Feedback #23190

Turboshaft engines should generate electric charge

07/16/2019 02:00 PM - dvarjas@gmail.com

Status:	Closed		
Severity:	Low		
Assignee:	just_jim		
Category:	Parts		
Target version:	1.8.1		
Version:	1.7.3	Language:	English (US)
Platform:	Linux, OSX, Windows	Mod Related:	No
Expansion:	Breaking Ground		

Description

Currently turboshaft engines do not generate electric charge, which is inconvenient, and inconsistent with the fact that all jet engines generate power. It would be nice if the generator output could be adjusted (reducing the shaft output if the generator output is higher) as a turboshaft would be useful as an auxiliary power unit, only generating electric charge.

History

#1 - 07/19/2019 03:43 PM - Ruedii

You beat me to posting this one.

I also think we should have a turboshaft generator added, preferably with both mode for "closed cycle" (using oxidizer) and "open cycle" using intake air. Which basically turns fuel directly into electricity and heat, like a fuel cell but with far higher output and lower efficiency and more heat generation. These could be used as power-plants for player's big power hungry mechs.

However, placing an adjustable generator on the standard ones would be good as well, especially if they could do something a little more fancy, by actually making the EC generated based on RPM and the amount of torque you reduce your main drive by when the generator is functioning. A max output slider determines how much torque can be diverted to the generator.

#3 - 07/22/2019 10:52 AM - just_jim

- Status changed from New to Confirmed

- Platform deleted (PS4, XboxOne)

#4 - 11/01/2019 02:26 PM - just_jim

- Status changed from Confirmed to Being Worked On

#5 - 11/01/2019 02:26 PM - just_jim

- Status changed from Being Worked On to Ready to Test

- Target version set to 1.8.1

Alternators were added to LF rotors. This should be ready to test.

#6 - 11/01/2019 02:27 PM - just_jim

- Assignee set to just_jim

#7 - 02/21/2020 01:35 AM - chris.fulton

- Status changed from Ready to Test to Resolved

#8 - 02/21/2020 01:35 AM - chris.fulton

- Status changed from Resolved to Closed