

# Kerbal Space Program - Bug #23271

## Propellers don't work in water

07/29/2019 03:57 PM - Tw1

<b>Status:</b>	Confirmed	<b>Start date:</b>	07/29/2019
<b>Severity:</b>	Low	<b>% Done:</b>	10%
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>			
<b>Version:</b>	1.7.3	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Breaking Ground, Core Game		

### Description

I have found propellers won't work when partially submerged. This put a stop on creating stock boats and aquatic rovers. Attached is a save file with an experiment to demonstrate. They rotate fine, but no thrust is created by the blades once in water. It would be great to see this patched, so we can build stock propeller powered watercraft, for Eve, Laythe, and on Kerbin

### History

#### #1 - 08/12/2019 07:11 AM - Anonymous

- Status changed from New to Confirmed

- % Done changed from 0 to 10

I can confirm with the savefile attached above. Using alt-F12 to enable aerodynamics information in the right-click menus, the propeller blades show reasonable drag, but exactly 0.00kN lift, when underwater.

If anyone looking at this is looking for a workaround, the normal aerodynamics surfaces (elevons, etc.) work underwater.

#### #2 - 04/14/2020 03:36 PM - Robdjee

[k-ohara5a5a@oco.net](mailto:k-ohara5a5a@oco.net) wrote:

I can confirm with the savefile attached above. Using alt-F12 to enable aerodynamics information in the right-click menus, the propeller blades show reasonable drag, but exactly 0.00kN lift, when underwater.

If anyone looking at this is looking for a workaround, the normal aerodynamics surfaces (elevons, etc.) work underwater.

Any news in the last 8 months?

### Files

persistent.sfs	386 KB	07/29/2019	Tw1
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