

Kerbal Space Program - Bug #23367

Stacked cargo bays only shield small contents

08/19/2019 05:44 AM - Anonymous

Status:	Not Fixed	Start date:	08/19/2019
Severity:	Low	% Done:	50%
Assignee:	victorr		
Category:	Physics		
Target version:	1.9.0		
Version:	1.7.3	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

A stack of two short cargo bays successfully shields parts that straddle the bays (parts whose centers lie within at least one bay) but only if those parts are small enough.

In the craft attached to #16993,
the Mk1 cockpit suffers drag,
but the smaller parts attached to it do not.

Forum report at <https://forum.kerbalspaceprogram.com/index.php?/topic/169012-parts-drag-calculation-inside-cargo-bays/>

History

#2 - 10/18/2019 09:20 PM - victorr

- Status changed from New to Confirmed
- % Done changed from 0 to 10

#3 - 10/21/2019 09:57 PM - victorr

- Assignee set to victorr

#4 - 02/15/2020 05:42 PM - victorr

- Status changed from Confirmed to Ready to Test
- Target version set to 1.9.0
- % Done changed from 10 to 80

We have made changes in this last release and would like your feedback please.

#5 - 02/16/2020 12:40 AM - Anonymous

- Status changed from Ready to Test to Not Fixed
- % Done changed from 80 to 50

I am unable to find any relevant changes.

Files

longDrag.jpg	137 KB	08/19/2019	Anonymous
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