

Kerbal Space Program - Feedback #23439

Heat shields should also protect from engine thrust heat.

08/27/2019 10:06 AM - KerbalEssences

Status:	New		
Severity:	Low		
Assignee:			
Category:	Physics		
Target version:			
Version:	1.7.3	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

Hey guys, so recently I tried to control thrust by pushing heatshields into the exhaust using the new robotic parts (because why not?). To my surprise the heat shield seems to only work with reentry heat which is of course quite unintuitive. I'm not sure if that's an easy fix or not but it would be great if it worked they way it would work in real life as well!

Beyond throttling like Von Brown this would also allow to build hot staged rockets more easily or even build landing pads on colonist houses. I'm sure there are many more things!

Here is a post showing my contraption off:

https://www.reddi.com/r/KerbalSpaceProgram/comments/cvwc1m/while_waiting_for_spacex_to_hop_i_automated_a_hop/

History

#1 - 09/09/2019 05:29 AM - Anonymous

- File *ablator.craft* added

Heat shields **do** protect against engine heat.

The craft attached has a heat shield protecting the probe-core from the engine heat (at 2/3 throttle) but destroys the probe-core instantly if the heat shield is not there.

(If you turn up the engine to 100%, though, you overheat the ablator and it explodes.

<https://forum.kerbalspaceprogram.com/index.php?topic/120053-heat-shield-exploding-before-ablating/>)

Files

ablator.craft	14.9 KB	09/09/2019	Anonymous
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