Kerbal Space Program - Bug #24255

Revamped Terrier is destroyed by splash down impact when its never in contact with the water.

10/31/2019 10:25 AM - Anth12

Status:	Confirmed	**Start date:**	10/31/2019
Severity:	Low	**% Done:**	10%
Assignee:			
Category:	Physics		
Target version:			
Version:	1.8.1	**Language:**	English (US)
Platform:	Windows	**Mod Related:**	No
Expansion:	Core Game		

Description

1.8.1 KSP MH + BG

Tested with old terrier...no damage.

How to reproduce:

Load quicksaves supplied for comparison. Stage parachutes at 500m

Work around:
Use old terrier

(Side note...look at the aero effects on the old terrier verses new....)

History

#1 - 11/03/2019 08:13 PM - AHHans

Is it possible that this is related to bug #23924, in the sense that the "new" model for the terrier makes it 21 meters long, so that it extends beyond the craft and is the first part to splash down?

#2 - 02/20/2020 06:20 AM - Anonymous

~~I cannot reproduce this splash down bug, but you are welcome to~~
try the Module-Manager patch at #20683 that corrects the dimensions of the Terrier engine in PartDatabase.cfg, which removes the Terrier's problems with heat and drag.

#3 - 02/20/2020 06:52 AM - Anonymous

- File 24255.craft added

I confirmed with the attached rocket, launching into the water east of KSC.
The terrier is destroyed 20 meters above the water, letting the lower parts separate before they splash down.
The patch at #20683 restores the expected behavior, that only the lower-most parts are destroyed on splashdown.

#4 - 02/20/2020 06:52 AM - Anonymous

- Status changed from New to Confirmed

- % Done changed from 0 to 10

Files

Terrier Splash Down Bug 1_8_1 New Terrier.sfs	3.94 MB	10/31/2019	Anth12
Terrier Splash Down Bug 1_8_1 Old Terrier.sfs	4.86 MB	10/31/2019	Anth12
1.8.1 New Terrier Destroyed.png	1.13 MB	10/31/2019	Anth12
1.8.1 New Terrier Splashed Down Hard.png	1.21 MB	10/31/2019	Anth12
Old Terrier Fine.png	1.37 MB	10/31/2019	Anth12
24255.craft	21.1 KB	02/20/2020	Anonymous