

Kerbal Space Program - Bug #24505

Inflatable Heat Shield (10m) visual bug during atmospheric reentry.

12/15/2019 06:45 PM - WarStalkeR

Status: Duplicate	Start date: 12/15/2019
Severity: Low	% Done: 100%
Assignee:	
Category: Gameplay	
Target version:	
Version: 1.8.1	Language: English (US)
Platform: Windows	Mod Related: No
Expansion: Breaking Ground, Core Game, Making History	

Description

During reentry, the reentry heat animation displayed as if heat shield doesn't exist (i.e. as if entire craft during reentry is on fire), but in reality it does protect from reentry heat (if you check it via Right Shift + F11, Temperature Overlay Mode). Doesn't break gameplay, but may be misleading.

This is how it looks:
q9ppDG3.png

Steps to Reproduce:
1) Mount Heat Shield (10m) onto front of any rocket.
2) Re-enter atmosphere at high speed (1500+ m/s).

Related issues:

Related to Kerbal Space Program - Bug #24449: Overexuberant friction heating ...	Closed	11/30/2019
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History

#1 - 12/15/2019 06:47 PM - WarStalkeR

Also immensely impacts performance due to intensive reentry heat effects overlapping.

#2 - 12/16/2019 10:11 AM - Technicalfool

- Related to Bug #24449: Overexuberant friction heating effect on Inflatable Heat Shield added

#3 - 12/16/2019 10:15 AM - Technicalfool

- Status changed from New to Duplicate

- % Done changed from 0 to 100

Thanks for taking the time to file this issue. In this case, we already know about it so I've marked this report as a duplicate, but don't let that discourage you from filing bugs in future.