

## Kerbal Space Program - Feedback #24865

### FTE-1 fuel vent's thrust is quite high

02/15/2020 11:29 PM - Anonymous

|                        |           |                     |              |
|------------------------|-----------|---------------------|--------------|
| <b>Status:</b>         | New       |                     |              |
| <b>Severity:</b>       | Low       |                     |              |
| <b>Assignee:</b>       |           |                     |              |
| <b>Category:</b>       | Parts     |                     |              |
| <b>Target version:</b> |           |                     |              |
| <b>Version:</b>        | 1.9.0     | <b>Language:</b>    | English (US) |
| <b>Platform:</b>       | Windows   | <b>Mod Related:</b> | No           |
| <b>Expansion:</b>      | Core Game |                     |              |

#### Description

Players seem to like that venting fuel produces a reaction thrust, but it does seem too high, especially when a vent is used to drain the entire craft.

Some discssion here

<https://forum.kerbalspaceprogram.com/index.php?topic/191653-so-the-new-drain-valve-produces-thrust-and-is-quite-broken/>

The lsp for all resources is currently defined in ResourcesGeneraic.cfg to be 5s (49m/s exit velocity). For ore especially, a much lower exit velocity would be realistic.

Rather than define DrainRate as the percentage of full capacity of the resource drained per second, maybe it is not too late to re-implement the vents to drain a defined kg/s per vent.

(The part-cofniguration for the FTE-1 valve uses some parameters { ModuleResourceDrain fullResourceDrainTime = 10 drainUnloaded = true } that are not in the published API of ModuleResourceDrain.)

#### History

##### #1 - 03/09/2020 05:57 PM - nestor

- Status changed from New to Ready to Test

- Target version set to 1.9.1

##### #2 - 03/09/2020 05:58 PM - nestor

- Status changed from Ready to Test to Updated

- Target version deleted (1.9.1)

##### #3 - 03/09/2020 06:03 PM - nestor

- Status changed from Updated to New