

Kerbal Space Program - Bug #24870

Mainsail Thrust Transform Position

02/16/2020 03:09 PM - CoreCroc

Status:	Closed	Start date:	02/16/2020
Severity:	Low	% Done:	100%
Assignee:	just_jim		
Category:	Parts		
Target version:	1.10.0		
Version:	1.9.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

Not sure if this was like this before 1.9 but the Mainsail thrust transform is based on the engine's CoM and not placed inside the bell like other engines. Some engines like the rhino iirc have the transform outside the bell. There is a lot of inconsistencies.

History

#1 - 02/17/2020 11:09 PM - Poodmund

- File *Untitled-1.png* added
- Status changed from *New* to *Confirmed*
- % Done changed from 0 to 10

CoreCroc wrote:

Not sure if this was like this before 1.9 but the Mainsail thrust transform is based on the engine's CoM and not placed inside the bell like other engines. Some engines like the rhino iirc have the transform outside the bell. There is a lot of inconsistencies.

I think you're correct. A very weird place to put it.

#2 - 02/17/2020 11:41 PM - Poodmund

- File *Untitled-1.png* added
- File *Untitled-2.png* added

Poodmund wrote:

CoreCroc wrote:

Not sure if this was like this before 1.9 but the Mainsail thrust transform is based on the engine's CoM and not placed inside the bell like other engines. Some engines like the rhino iirc have the transform outside the bell. There is a lot of inconsistencies.

I think you're correct. A very weird place to put it.

The revamped Skipper has the same issue too, here they are showing their thrust transforms compared to the recently revamped Poodle and Spark for comparison.

#3 - 02/17/2020 11:41 PM - Poodmund

- File *deleted (Untitled-1.png)*

#5 - 02/19/2020 06:44 PM - just_jim

- Assignee set to *just_jim*

#6 - 07/03/2020 10:58 AM - just_jim

- Status changed from *Confirmed* to *Being Worked On*

- % Done changed from 10 to 30

#7 - 07/03/2020 10:58 AM - just_jim

- Status changed from *Being Worked On* to *Ready to Test*

- Target version set to 1.10.0

- % Done changed from 30 to 80

We've made some more changes in this latest 1.10.1 version and would like some feedback on this issue. Thanks.

#8 - 01/29/2021 02:04 PM - victorr

- Status changed from *Ready to Test* to *Resolved*

- % Done changed from 80 to 100

#9 - 01/29/2021 02:04 PM - victorr

- Status changed from *Resolved* to *Closed*

Files

Untitled-1.png	1.32 MB	02/17/2020	Poodmund
Untitled-2.png	1.15 MB	02/17/2020	Poodmund