

Kerbal Space Program - Bug #25795

fragile parts no longer "broken by aero forces"

07/16/2020 10:09 PM - Anonymous

Status:	Resolved	Start date:	07/16/2020
Severity:	Low	% Done:	100%
Assignee:	just_jim		
Category:	Gameplay		
Target version:	1.10.1		
Version:	1.10.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

Extendable antennas and solar panels were formerly destroyed by 'aero forces' when moving quickly through sufficiently-dense air. The attached save, loaded in 1.7.3 (or 1.9.1) has these fragile parts destroyed; the same save loaded in 1.10.0 has the parts survive.

Reported here

<https://forum.kerbalspaceprogram.com/index.php?topic/195440-arent-solar-panels-supposed-to-snap-off-during-re-entry/>

where it was suggested this is possibly related to [#25744](#), but there mechanical damage makes the solar panel non-functional, just the graphics are wrong.

History

#1 - 07/16/2020 10:40 PM - just_jim

- Status changed from *New* to *Confirmed*

- Assignee set to *just_jim*

- % Done changed from *0* to *10*

#3 - 08/10/2020 03:51 PM - victorr

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

- Target version set to *1.10.1*

- % Done changed from *10* to *80*

We've made some changes recently and would like some feedback on this issue.

#4 - 08/13/2020 09:29 AM - arctangent

I can confirm that at least the deployable solar panels are once again breaking correctly. Haven't tried an antenna yet.

#5 - 08/16/2020 05:24 AM - Anonymous

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

- % Done changed from *80* to *100*

Files

aero.sfs

56.9 KB

07/16/2020

Anonymous