Kerbal Space Program - Bug #25985

Overexuberant friction heating effect within Service Bay (2.5m)

08/24/2020 05:46 AM - jjansen

Status:	New	**Start date:**	08/24/2020
Severity:	Low	**% Done:**	0%
Assignee:			
Category:	Visual FX		
Target version:			
Version:	1.10.1	**Language:**	English (US)
Platform:	Windows	**Mod Related:**	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

Same as https://bugs.kerbalspaceprogram.com/issues/24449, things look like they're burning to death while reentering when they oughtn't.

I put 3 command chairs inside a Service Bay (2.5m) with a drone core and turned it into an ultralight recovery pod. On reentry I saw three characteristic shapes the fricative heating flares were making, corresponding with the locations of the command chairs. Sure enough, looked in, same issue as what was going on behind the inflatable heat shield a few patches ago.

Files

screenshot1245.png	2.63 MB	08/24/2020	jjansen