

Kerbal Space Program - Bug #26461

Cargo bay drag while closed is too big.

11/06/2020 03:44 PM - jukkamuhonen@hotmail.com

Status:	New	Start date:	11/06/2020
Severity:	Low	% Done:	0%
Assignee:			
Category:	Aerodynamics		
Target version:			
Version:	1.10.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

Is this supposed to be like that cargo bay alone can make rocket flip, even when center of mass is at front of lift. It feels like bug. Someone said there is less drag when cargo bay is open.