

Kerbal Space Program - Bug #26614

Heat shields need to be more stable at re-entry

11/18/2020 08:29 PM - jukkamuhonen@hotmail.com

Status:	New	Start date:	11/18/2020
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			
Heatshields tends to flip crafts backward no matter how balanced rocket you make.			
My suggestion would be make them more stable, when center of gravity is on same line with heatshield, aerodynamic shape of heatshield should prevent flipping not cause it.			