

Kerbal Space Program - Bug #26793

Asteroid weight

12/07/2020 10:27 PM - svpluto2

Status:	New	Start date:	12/07/2020
Severity:	Low	% Done:	0%
Assignee:			
Category:	Physics		
Target version:			
Version:	PS4 - Enhanced Edition 2020-10-14 Patch 13	Language:	English (US)
Platform:	PS4	Mod Related:	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

Class A asteroid captured and mined. Asteroid weight shows as 0.6t. Docked ship has a command pod, reaction wheel, some solar panels, grabbing unit, parachutes, battery and a probe core with parachutes weighing around 6t. The staging shows as about 160t total mass. It should be around 7t. As a result the engine twr is incorrect, Kerbin entry speed and physics are also incorrect.

History

#1 - 12/09/2020 04:43 AM - 18Watt

Duplicate of [#25730](#)

#2 - 12/18/2020 10:24 AM - svpluto2

18Watt wrote:

Duplicate of [#25730](#)

That thread is for the Windows version. The same issue exists on PS4 and PS5.

#3 - 01/28/2021 11:08 PM - svpluto2

When capturing a Class A asteroid, the weight is off even if the asteroid was not mined.

Files

IMG-20201207-WA0001.jpg	118 KB	12/07/2020	svpluto2
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