

Kerbal Space Program - Bug #26930

Center Of Lift (COL) isnt working correctly in EVA Construction Mode.

12/26/2020 07:25 AM - Anth12

Status:	New	Start date:	12/26/2020
Severity:	Low	% Done:	0%
Assignee:			
Category:	Aerodynamics		
Target version:			
Version:	1.11.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game		

Description

GOG KSP 1.11.0 (No DLCs/No Mods)
KSP 1.11.0 (DLCs)
KSP 1.11.0 (DLCs + Mod for moving testing craft)

Video 1:

Showing COL only shows direction for a fraction of a second. And its wrong pointing in a 270 degree direction in an almost horizontal direction

https://youtu.be/_vIY5hDbwko

Video 2:

Shows a plane spinning with EVA Construction mode looking at COL Moving weirdly

<https://youtu.be/XHa41-nPkMw>

The two screenshots show a completely different result from the SPH to in scene.

History

#1 - 12/26/2020 07:28 AM - Anth12

- Subject changed from COL isnt working correctly in EVA Construction Mode. to Center Of Lift (COL) isnt working correctly in EVA Construction Mode.

#2 - 12/26/2020 07:35 AM - Anth12

Related to [#26927](#)

#3 - 12/26/2020 09:37 AM - Anth12

Oh... it is showing **real time aerodynamic results** in scene.

That's why its showing no arrow.

Video link below shows aerodynamics working in scene.

<https://youtu.be/CGai2ALZSsqk>

Unfortunately real time aerodynamics is pretty hard to see when the engineer is usually stationary and so are the crafts close to them. Adding feedback suggestion shortly

Note the arrow is pointing down. Shouldnt it be pointing up?

Files

screenshot28.png	2.22 MB	12/26/2020	Anth12
screenshot29.png	2.52 MB	12/26/2020	Anth12