

Kerbal Space Program - Feedback #27069

Support asteroids larger than size E

01/17/2021 01:27 AM - Starstrider42

Status:	New		
Severity:	Low		
Assignee:			
Category:	Modding		
Target version:			
Version:	1.11.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

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Though KSP 1.10 and later allows comets to have any size from A through I, asteroids cannot be created larger than size E. It would be useful for modding if sizes F through H were supported for asteroids as well (I realize size I is a special case).

Steps to Replicate

1. Start a new Sandbox game.
2. Go into the tracking station and track an asteroid.
3. Save and exit.
4. Edit the persistent.sfs file to give the asteroid's DISCOVERY node size = 7.
5. Load the edited game.
6. Go into the tracking station and confirm the asteroid is class H.
7. Create any spacecraft and use the Alt+F12 menu to set up a rendezvous with the asteroid.
8. Measure the asteroid mass in the tracking station, and the radius by touching its surface while targeting it.

Desired

The asteroid should have a mass and radius comparable to a size H comet (in my case, 260,000 tons and 125 m).

Observed

The asteroid has a similar mass and radius to a size E asteroid (2300 tons and 35 m).