Kerbal Space Program - Bug #27148

LV-1R spider has less thrust than game shows.

01/26/2021 07:26 PM - jukkamuhonen@hotmail.com

Status:	New	**Start date:**	01/26/2021
Severity:	Low	**% Done:**	0%
Assignee:			
Category:	Parts		
Target version:			
Version:	1.11.0	**Language:**	English (US)
Platform:	Windows	**Mod Related:**	No
Expansion:	Core Game		

Description

it reads it has 1,793kn but it seems they really has just 1,710kn or 1,700kn (need further investigation, but they are off, in-game TWR shows over 1.0 when rocket is descenting fast)
This might be something game rounds down, i have seen same happening if trying to tweak settings which are that small and they round up/down

History

#1 - 01/26/2021 07:32 PM - jukkamuhonen@hotmail.com

- File 20210126212808_1.jpg added

This might be something with to do small parts overally.

#2 - 01/26/2021 07:44 PM - jukkamuhonen@hotmail.com

I did some calculations too and it should raise when game shows 1.01 twr, tho we have to wait until twr is 1.08 to start seeing movement.

#3 - 01/27/2021 05:24 PM - Anonymous

Spider engines are affected by bug #26898 that makes the physics simulation treat them as 30kg where the in-game displays including TWR use 20kg. That difference is about right to explain the 7% discrepancy you see in actual thrust-to-weight. The workaround posted on #26898 should let you avoid this problem, for now.

#4 - 02/03/2021 02:08 PM - jukkamuhonen@hotmail.com

k-ohara5a5a@oco.net wrote:

> Spider engines are affected by bug #26898 that makes the physics simulation treat them as 30kg where the in-game displays including TWR use 20kg. That difference is about right to explain the 7% discrepancy you see in actual thrust-to-weight. The workaround posted on #26898 should let you avoid this problem, for now.

Yes, they allready fixed it at patch. :)

Files

20210126212808_1.jpg	400 KB	01/26/2021	jukkamuhonen@hotmail.com