

Kerbal Space Program - Bug #27484

Revert to Launch breaks cargo bay aerodynamics

04/03/2021 07:37 PM - Jens_Lyn_IV

Status:	New	Start date:	04/03/2021
Severity:	Low	% Done:	0%
Assignee:			
Category:	Aerodynamics		
Target version:			
Version:	1.11.2	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

Cargo containers shield draggy cargo when the craft is initially launched. However, when reverting the flight to the launch site, closed containers behave as if they were open. The only workaround is to revert the flight to the SPH.

History

#1 - 04/04/2021 09:44 PM - Anonymous

For me, this problem happens only when the cargo bay is the root part (the part that, if you pick it up in the VAB, all other parts follow).

That is, this might be bug [#13366](#), and if it is at least there is a way to avoid the bug (although it can be hard to remember to always make a different part the root).

#2 - 04/05/2021 09:45 AM - Jens_Lyn_IV

That's a much better workaround, although it sacrifices the convenience of autostrut to root.

Confirmed duplicate of [#13366](#).

Files

after_Revert_to_Launch.jpg	449 KB	04/03/2021	Jens_Lyn_IV
before_Revert_to_Launch.jpg	420 KB	04/03/2021	Jens_Lyn_IV
Player.log	629 KB	04/03/2021	Jens_Lyn_IV