

Kerbal Space Program - Feedback #2963

ModuleEngines and ModuleEnginesFX public float g is wrong.

09/06/2014 01:17 PM - regex

Status:	Needs Clarification		
Severity:	Very Low		
Assignee:			
Category:	Physics		
Target version:			
Version:	0.24	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

In ModuleEngines and ModuleEnginesFX the public float g should be 9.80665 instead of 9.82 (it's not even rounded up correctly).

g0 is the acceleration at the Earth's surface (gravity), generally defined as 9.80665m/s^2 when used a constant in rocket calculations (this is also, incidentally, the surface gravity on Kerbin). Setting this to 9.82 is a gross oversight; in fact, it's not even rounded correctly (to 9.81m/s^2). This should be corrected in both modules, and anywhere else g0 may differ from this constant.

History

#1 - 09/08/2014 03:20 PM - Ted

- Tracker changed from Bug to Feedback
- Severity changed from Normal to Very Low

Marking this as Feedback until further information is available.

Downgraded to Very Low priority as it doesn't have a significant adverse effect on gameplay, though it is a widespread effect.

#2 - 09/08/2014 03:30 PM - Ted

Confirmed that this value is the intended one.

#3 - 07/17/2016 09:26 AM - TriggerAu

- Status changed from New to Needs Clarification