

## Kerbal Space Program - Bug #3024

### ARM SRB (S1 SRB-KD25k) and KR-2L have incorrect thrust transform

09/14/2014 02:23 PM - Padishar

<b>Status:</b>	Closed	<b>Start date:</b>	09/14/2014
<b>Severity:</b>	Very Low	<b>% Done:</b>	100%
<b>Assignee:</b>	Ted		
<b>Category:</b>	Parts		
<b>Target version:</b>	0.25		
<b>Version:</b>	0.24	<b>Language:</b>	English (US)
<b>Platform:</b>	Any	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

Both of these engines thrust transforms are about half a meter below the bottom attach node which causes the thrust to not be blocked if a part is attached to the bottom (and the part to not get damaged by the exhaust).

This was originally reported in this forum thread:

<http://forum.kerbalspaceprogram.com/threads/93715-NASA-pack-SRB-s-thrust-is-unblockable>

#### History

##### #1 - 09/14/2014 03:47 PM - Padishar

- File deleted (armsrb.jpg)

##### #2 - 09/16/2014 10:27 AM - Squelch

- Status changed from New to Confirmed

- % Done changed from 0 to 10

##### #3 - 10/07/2014 03:53 PM - Ted

- Category set to Parts

- Status changed from Confirmed to Ready to Test

- Assignee set to Ted

- Target version set to 0.25

- % Done changed from 10 to 80

##### #4 - 10/08/2014 09:27 AM - Padishar

- Status changed from Ready to Test to Resolved

- % Done changed from 80 to 100

Great, both engines have much more sensible thrust transforms and both have their thrust blocked by, and will heat up, an attached part.

##### #5 - 07/17/2016 09:18 AM - TriggerAu

- Status changed from Resolved to Closed

#### Files

armsrb.jpg	283 KB	09/14/2014	Padishar
kr2l.jpg	140 KB	09/14/2014	Padishar