

Kerbal Space Program - Bug #3369

Girder segments are missing "No fuel crossfeed" text...

10/14/2014 04:46 PM - Riddla

Status:	Not a Bug	Start date:	10/14/2014
Severity:	Unworthy	% Done:	0%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	0.25	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

Found out the hard way. Minor thing but pretty important for a structural item. I searched the bug tracker for "girder" but couldn't find this particular issue.

Steps to reproduce:

- 1) Construct awesome space station piece w/girders.
- 2) Attach radial liquid fuel engines to girder.
- 3) Get into space.
- 4) Stage to liquid engines.
- 5) ...Fuck.

P.S. You probably get this a lot, but I'm a great proof reader / writer, I'd be happy to contribute item descriptions, anything text, gratis, of course. Love the game and just want to see it more complete!

History

#1 - 10/14/2014 04:57 PM - Riddla

To add to this, the liquid engines are radially mounted.

I know that radially mounted fuel tanks don't crossfeed, however I cannot find a source for radially mounted engines NOT mounted on a fuel tank?

#2 - 10/15/2014 12:00 PM - KD0PLS

- File *screenshot0.png* added

- File *screenshot1.png* added

- Status changed from *New* to *Not a Bug*

- Severity changed from *Low* to *Unworthy*

- % Done changed from *0* to *100*

Riddla,

The do allow crossfeed. Are you sure you aren't using an engine that needs a different type of fuel(i.e. a Monopropellant engine without Monoprolent)?

I've attached a couple of screenshots showing radial engines attached to a girder working.

#3 - 10/16/2014 06:03 PM - Riddla

- File *RadialEngines.png* added

I'm using the L1-R liquid engine. I can see several of them on my space station (radially mounted to the tanks themselves) get fuel and are OK, but there are 4 that are attached to the girders themselves that have no fuel available to them.

Now that I look closer, I can see the engines have decided to mount themselves INSIDE the girders, I cannot select them but going back and testing in the VAB these engines always seem to mount themselves to the inside of the girder, perhaps a clipping issue?

I have MechJeb and FAR installed, but I installed them AFTER getting this space station into orbit, so I don't think they're having any effect.

Files

screenshot0.png	1.03 MB	10/15/2014	KD0PLS
screenshot1.png	1 MB	10/15/2014	KD0PLS
RadialEngines.png	2.16 MB	10/16/2014	Riddla