

Kerbal Space Program - Bug #3372

Small Gear Bay adds to the mass of the vehicle 500 kg

10/15/2014 02:17 PM - evorios

Status: Closed	Start date: 10/15/2014
Severity: Normal	% Done: 100%
Assignee:	
Category: Parts	
Target version: 0.25	
Version: 0.24	Language: English (US)
Platform: Any	Mod Related: No
Expansion:	

Description

Affected Part:

[Small Gear Bay](#)

Problem Description:

Small Gear Bay mass is 0.5t(500kg) in info window
Tested with Mk2 Cockpit in Space Plane Hangar.
I've included screenshot with the info window open.
I'm not sure if this affects the physics engine since I have not tested that.

How to reproduce:

In SPH, start with any single part. Add Small Gear Bay to it. Click on the info button and note the vehicle's mass.

History

#1 - 10/16/2014 05:18 PM - Ted

- Status changed from New to Ready to Test
- Target version set to 0.25
- % Done changed from 0 to 80

I'm not entirely sure what you're saying here. The issue that you report in 0.24 is fixed in 0.25 or at least significantly changed, could you retest it in that?

#2 - 10/19/2014 08:24 PM - TruePikachu

It looks like they are reporting that the small gear bay, massing at 1/2 ton (which is probably a bug in Kerbal Engineer, since the config says 5kg), doesn't add to the mass of the craft. However,

`PhysicsSignificance`

is set, so it wouldn't add to the mass anyway.

I can't tell if this issue is "Invalid" or "Works as Intended"; I'd go with the former, since the title is incorrect (it implies that the mass is increasing, while it is not in reality, going by their screenshot and my own quick check with MechJeb)

#3 - 10/26/2014 12:53 PM - Padishar

In 0.24 (which is what this "bug" was reported in) and earlier the mass of the small gear bay was 0.5 ton and the part did not have `PhysicsSignificance` set to 1 in the part.cfg. The stock KSP info window included the mass of the part in the total mass of the craft and the part also affected the CoM marker in the editor but, in flight, the part forced itself to be `PhysicsSignificance = 1` so that they didn't actually have any mass. This caused all sorts of annoying effects. KER (and MJ) both correctly simulated these parts as insignificant so they would not affect the deltaV or the overall mass of the craft (though the mass shown in the KER 1.0 tooltip for the part did still show 500kg).

In 0.25 the part has been changed to be only 5kg (rather unrealistically light for a plane wheel, suspension and retraction mechanism) and also to have PhysicsSignificance = 1 in the .cfg file. This fixes the odd effect on the CoM and the stock info window craft mass. Both KER and MJ have also been updated to treat the part just like any other insignificant part.

Basically, this is a terrible bug report as it doesn't adequately describe the problem or what the reporter thinks the behaviour should be.

#4 - 10/27/2014 12:27 PM - Ted

- Status changed from Ready to Test to Resolved

- % Done changed from 80 to 100

#5 - 07/27/2015 01:45 PM - Squelch

- Platform Any added

- Platform deleted (Win64)

#6 - 07/17/2016 09:18 AM - TriggerAu

- Status changed from Resolved to Closed

Files

screenshot5.png	918 KB	10/15/2014	evorios
KSP.log	133 KB	10/15/2014	evorios