Kerbal Space Program - Bug #4812

NaN temp after reentry

04/29/2015 03:14 PM - nohelmet

Status:	Closed		**Start date:**	04/29/2015
Severity:	Normal		**% Done:**	100%
Assignee:				
Category:	Physics			
Target version:				
Version:	1.0		**Language:**	English (US)
Platform:	OSX		**Mod Related:**	No
Expansion:				

Description

I sent a miner craft in a suborbital flight to land on Kerbin to play with mining. It went through some reentry heat; I didn't have a heatshield but used parachutes.

Expected:
Drills can work.

Actual:
All the drils are in permanent "100% overheat" status! Using time-accelerate makes no difference (even at the highest level).

Using the debug menu, I see that the temperature of all the parts is "NaN". Same for all flux except "Int Flux", which is 0.

Attaching a screenshot and craft file.

History

#1 - 07/17/2016 09:27 AM - TriggerAu

- Status changed from New to Needs Clarification

#2 - 08/09/2016 01:38 PM - TriggerAu

- Status changed from Needs Clarification to Closed

- % Done changed from 0 to 100

Closing this report out for now. If you find it is still occuring in the latest version of KSP please open a new report (and this one can be linked to it.) For best results, the wiki contains really useful info for when creating a report http://bugs.kerbalspaceprogram.com/projects/ksp/wiki.

You can also ask questions about the bug cleanup in the forum here:
http://forum.kerbalspaceprogram.com/index.php?/topic/143980-time-to-clean-up-the-bug-tracker/ and tag @TriggerAu to get my attention

Files

Screen Shot 2015-04-29 at 8.06.58 AM.png	1.47 MB	04/29/2015		nohelmet
Drill experimentations.craft	71 KB	04/29/2015		nohelmet