

Kerbal Space Program - Feedback #5940

Asteroid impact tolerance too low

11/13/2015 12:50 AM - Comwarrior69

Status:	Needs Clarification		
Severity:	Normal		
Assignee:			
Category:	Physics		
Target version:			
Version:	1.0.5	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			
Description			
KSP 1.0.5.1028 unmodded No errors in log file			
Impact tolerance of Class E 2Kt asteroid too low when hitting water. My chat and I believe that said asteroid should have survived a water landing at 226M/s and should have sunk to the bottom. We believe that the asteroid should survive on water but not on land. Perhaps a dual impact tolerance should be used for asteroids. and perhaps the tolerance should also scale with the asteroid size/mass.			
screenshot9_2.png screenshot10_2.png			

History

#1 - 07/17/2016 09:39 AM - TriggerAu

- Status changed from New to Needs Clarification