

Kerbal Space Program - Bug #5987

Root parts drag cubes get reset to default after vessel load

11/23/2015 12:49 AM - RadarManFromTheMoon

Status:	Not a Bug	Start date:	11/23/2015
Severity:	Low	% Done:	0%
Assignee:			
Category:	Parts		
Target version:			
Version:	1.0.5	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

from [[<https://github.com/Swamp-Ig/ProceduralParts/issues/175>]]

See the attached screenshots. I wrote a little PartModule which displays the area of all attached dragcubes of a part. They are clearly different after loading the vessel in flight mode.

There is also a suspicious line in the log:
[Log]: Reloaded override drag cube for zeroed cube root part proceduralTankLiquid on vessel Untitled Space Craft

The log message occurs on every root part, not only on procedurals.

reproduction:
-Build a craft with a fairing as root.
-launch
-on launchpad the fairings dragcubes are as if there is no custom fairing

History

#1 - 11/23/2015 02:17 PM - Squelch

- Status changed from New to Not a Bug
- % Done changed from 0 to 100

Since this issue was raised, NathenKell has replied to the cited GitHub issue with the reasoning behind the messages and observed behaviour. I understand that a workaround for procedural addons has now been found.

#2 - 11/23/2015 05:41 PM - sal_vager

Adding a link to NathanKells explanation.
<https://github.com/Swamp-Ig/ProceduralParts/issues/175>

#3 - 11/23/2015 07:21 PM - RadarManFromTheMoon

Yes, it is intended that the drag cubes get reset on vessel load. However this still results in wrong drag values for the **stock** procedural fairings when they are the root part. They need to rerender their drag cubes on load.

Files

screenshot1.png	1.09 MB	11/23/2015	RadarManFromTheMoon
screenshot2.png	889 KB	11/23/2015	RadarManFromTheMoon