

Kerbal Space Program - Feedback #5999

Building destruction

11/26/2015 07:53 AM - IAMTK421

Status:	Needs Clarification		
Severity:	Normal		
Assignee:			
Category:	Buildings		
Target version:			
Version:	1.0.5	Language:	English (US)
Platform:	Win32	Mod Related:	No
Expansion:			

Description

I'm reporting this as I think it's a bug, rather than 'as designed'.

Some buildings are incredibly easy to destroy.

Specifically, the Mission Control building (at tier 0) can be destroyed by a collision of a wing into the lamp posts outside the building at less than 2m/s, with no damage to the impactor.

Colliding a planes cockpit into the lamp posts at this speed bounces the plane off rather than blowing up the building. At 10m/s the cockpit destroys the building either by colliding with the lampposts or the building itself.

This seems to be a ridiculously low crash tolerance for the building, and indeed with other buildings the plane simply bounces off at this speed.

History

#1 - 12/22/2015 10:46 PM - ToneStack

- *Tracker changed from Bug to Feedback*

#2 - 07/17/2016 09:41 AM - TriggerAu

- *Status changed from New to Needs Clarification*

Files

screenshot2.png

2 MB

11/26/2015

IAMTK421