

Kerbal Space Program - Bug #6779

Fairing body lift and drag applied at wrong place

01/26/2016 08:32 PM - Kasuha

Status:	Closed	Start date:	01/26/2016
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Physics		
Target version:			
Version:	1.0.5	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

Assuming the Aerodynamic Force Overlay displays forces at point where they act (and the experience suggests it is the case, though I have no undeniable proof) both body lift and drag of fairing (tested on 3.25 m fairing) are applied at the top of, or even in the front of the fairing.

See attached images.

If this is the case, it greatly increases the leverage the force has to affect (un)stability of the ship.

History

#1 - 02/15/2016 04:23 PM - GalFisk

This explains why some of my fairings were acting completely silly - especially if I made them wider than the base, which made them structurally weaker.

#2 - 07/17/2016 09:43 AM - TriggerAu

- Status changed from New to Needs Clarification

#3 - 08/27/2016 05:13 AM - MiniMatt

- File ksp-bug6779.png added

- Status changed from Needs Clarification to Resolved

- % Done changed from 0 to 100

There was much celebration when this was fixed in 1.1. I'm quite confident this one is now resolved, but just to confirm I've attached ksp-bug6779.png showing correct fairing body lift placement under v1.1.3

#4 - 10/13/2016 11:17 AM - TriggerAu

- Status changed from Resolved to Closed

Files

screenshot11.png	1.31 MB	01/26/2016	Kasuha
screenshot12.png	1.41 MB	01/26/2016	Kasuha
screenshot13.png	1.26 MB	01/26/2016	Kasuha
screenshot14.png	1.26 MB	01/26/2016	Kasuha
ksp-bug6779.png	1.32 MB	08/27/2016	MiniMatt