Kerbal Space Program - Bug #7114

PhysicsGlobals.SolarLuminosity is 0 (zero) before loading any vessel in a game session

02/28/2016 12:39 AM - ShotgunNinja

Status:	Not a Bug	**Start date:**	02/28/2016
Severity:	Normal	**% Done:**	0%
Assignee:			
Category:	Physics		
Target version:			
Version:	1.0.5	**Language:**	English (US)
Platform:	Windows	**Mod Related:**	No
Expansion:			

Description

After starting a game session, PhysicsGlobal.SolarLuminosity is set to 0 (zero). Only after a vessel is loaded (any vessel) it is set to the correct value 3.1609409786213E+24

This has implications for mods expecting the value of the sun luminosity constant to be valid at any time (eg: for background computations).

History

#1 - 03/17/2016 07:42 AM - NathanKell

- Status changed from New to Not a Bug

- % Done changed from 0 to 100

If mods expect that, mods should run the setup method in PhysicsGlobals which is run whenever a scene needs data. Doing otherwise would break interaction with Kopernicus, for example.