

Kerbal Space Program - Bug #9468

Heat Shield decay during Ore extraction

04/24/2016 02:25 PM - polikey

Status:	Not a Bug	Start date:	04/24/2016
Severity:	High	% Done:	0%
Assignee:			
Category:	Physics		
Target version:			
Version:	1.1.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

When minning (say the Mun here), heat shield is decaying (like on an atmospheric re-entry) starting when time warp is on. Seems to begin at x1000.

For save see link here : https://drive.google.com/folderview?id=0B1cJn_NG58YYSGRSdm1KQXpDSDQ&usp=sharing

History

#1 - 04/24/2016 03:59 PM - sal_vager

- Status changed from New to Not a Bug

- % Done changed from 0 to 100

Hi polikey, your heat shield is next to the drills, and drills get hot, this heat will then damage the heat shields, this is expected behaviour and not a bug, sorry.

#2 - 04/24/2016 04:53 PM - smjjames

sal_vager wrote:

Hi polikey, your heat shield is next to the drills, and drills get hot, this heat will then damage the heat shields, this is expected behaviour and not a bug, sorry.

Annoying though.....

Files

screenshot1214.png	1.16 MB	04/24/2016	polikey
screenshot1211.png	1.16 MB	04/24/2016	polikey
screenshot1217.png	1.19 MB	04/24/2016	polikey
screenshot1216.png	1.17 MB	04/24/2016	polikey
screenshot1219.png	1.25 MB	04/24/2016	polikey