

Kerbal Space Program - Bug #1002

Time warp arrests spacecraft rotation

07/13/2013 02:40 PM - MrFailSauce

| | | | |
|------------------------|-----------|---------------------|--------------|
| Status: | Not a Bug | Start date: | 07/13/2013 |
| Severity: | Normal | % Done: | 0% |
| Assignee: | | | |
| Category: | Physics | | |
| Target version: | | | |
| Version: | 0.20.2 | Language: | English (US) |
| Platform: | Any | Mod Related: | No |
| Expansion: | | | |

Description

What happens: A spacecraft with SAS disabled that is rotating in a non-spinning inertial reference frame(world coords) will immediately stop rotation when time warp is turned on. When time-warp is reduced to 1x, rotation doesn't resume.

Reproduce: Launch craft into orbit. Start it spinning using torquers/rcs. Make sure SAS is OFF. Increase warp to 5x, decrease warp to 1x. Spacecraft rotation is halted.

Notes:

*I can understand not wanting the spacecraft to be whipping around when in time warp, but it should resume prior spin rate when time warp stops. Otherwise, it is basically impossible to do a spinning spacecraft.(IRL a very common type of spacecraft)

*As an exploit, it operates as a "poor man's ASAS". With no equipped ASAS, I can halt spacecraft rotation by hitting "." then "," in quick succession.

*When you add a more realistic thermal model, spinning spacecraft will be crucial, as a spacecraft spin is important for managing spacecraft temperature.(By distributing the solar thermal load evenly across the spacecraft surface, like a rotisserie.)

History

#1 - 07/22/2013 10:22 AM - Anonymous

- Status changed from New to Not a Bug

- % Done changed from 0 to 100

As I understand, this was a deliberate decision by the dev team and as such does not constitute a bug per se.

You are free to resubmit this as a feature request, though it may be a duplicate.