

Kerbal Space Program - Bug #10212

SAS temporarily inactive while in cursor mode

07/29/2016 03:59 PM - roboflock

Status:	Acknowledged	Start date:	07/29/2016
Severity:	Low	% Done:	100%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	XBoxOne - 1.1.0	Language:	English (US)
Platform:	XBoxOne	Mod Related:	No
Expansion:			

Description

SAS becomes inactive while the direction selector is selected for "Prograde", "Retrograde", "Normal", "Anti-Normal", "Radial", "Anti-Radial" and "Maneuver", then clicking in the left stick to switch from controlling the spacecraft to using the cursor. The spacecraft acts as if SAS function is off.

Steps to Replicate:

- 1) Use any mode (sandbox, science or career)
- 2) Build a spacecraft with SAS functionality.
- 3) Equip a pilot with the ability to use additional SAS directional assistance (Using the Y button)
- 4) Launch rocket and become stable in orbit
- 5) Align the spacecraft to "Prograde"
- 6) Press Y button and select SAS tab
- 7) Select "Orbit Prograde" and press Y button to exit SAS assistance menu
- 8) Start engine throttle (any%)
- 9) Click in on left stick (to switch to cursor mode)

Expected: Spacecraft would continue on "Prograde" trajectory

Result: Spacecraft acts as if SAS is turned off completely and flies in any direction

Workarounds:

- After clicking in on the left stick again SAS will become active and re-correct itself to selected direction.
- Never clicking the left stick to enter cursor mode

Notes:

- SAS "Stability Assist" works with these conditions
- Have not tested "Target" and "Anti-Target" direction selection

History

#1 - 01/16/2018 04:04 AM - bewing

- Status changed from New to Acknowledged

- % Done changed from 0 to 100

Files

Fri_Jul_29_10-54-41_CDT_2016.png	704 KB	07/29/2016	roboflock
Fri_Jul_29_10-55-03_CDT_2016.png	1.16 MB	07/29/2016	roboflock