

Kerbal Space Program - Bug #1228

ModuleLandingGear wheels do not rotate at the correct rate.

08/22/2013 02:52 AM - ZRM

Status:	Moot	Start date:	08/22/2013
Severity:	Normal	% Done:	0%
Assignee:			
Category:	Camera		
Target version:			
Version:	0.21.1	Language:	English (US)
Platform:	Linux, OSX, Windows	Mod Related:	No
Expansion:			

Description

After doing some timing tests, it looks like the code rotating wheels controlled by ModuleLandingGear is missing a factor of 2π when applying the rotation. This makes all landing gear wheels look to glide over the runway whilst moving too slowly.

To reproduce - launch a craft with wheeled landing gear. It's easier to see the problem with modded landing gear with larger, patterned, wheels, moving over a patterned surface.

History

#1 - 07/17/2016 09:24 AM - TriggerAu

- Status changed from New to Needs Clarification

#2 - 07/17/2016 10:32 PM - Claw

- Status changed from Needs Clarification to Moot

- % Done changed from 0 to 100

- Platform Linux, OSX, Windows added

- Platform deleted (Any)