

Kerbal Space Program - Bug #13275

Braking on Ground (mun) - Changes value (Target m/s) to a value different than zero even when stopped

11/20/2016 02:40 PM - psecto

Status:	Not a Bug	Start date:	11/20/2016
Severity:	Low	% Done:	0%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	1.2.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

After accelerating on Mun using rover, the speed value relative to target never reaches zero when using Breaks Action Group. The remaining Target m/s value will replace 0 as reference when completely stopped.

Note: Reverting using "S" key will not decrease this value.

History

#1 - 11/20/2016 02:43 PM - psecto

psecto wrote:

After accelerating on Mun using rover, the speed value relative to target never reaches zero when using Breaks Action Group. The remaining Target m/s value will replace 0 as reference when completely stopped.

Note: Reverting using "S" key will not decrease this value.

To reproduce:

- Using a rover target something on Mun surface
- Accelerate using "W" key towards the target
- Break using "Breaks action group"

Notice: When completely stopped, the value relative to target is not 0

#2 - 11/20/2016 05:59 PM - JPLRepo

- Status changed from New to Need More Info
- Severity changed from High to Low

Downgrading priority, please refer to the Priority Table on the wiki: <http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>

Can you provide some more information please.

What is your target that you have set?

Can you provide a save file with the vessels in question?

Thanks.

#3 - 11/21/2016 06:20 PM - psecto

- File For KSP Support.sfs added
- Status changed from Need More Info to Updated
- % Done changed from 0 to 10

Hi,

The new priority is suited, although I have the feeling that upon releasing the brakes, Rover accelerates to displayed speed. Please find attached a "save" file containing the bug.

To see the bug:

- Load save file
- Select "Rover 1" on Mun surface

- If target not selected, target the "VST1" Flag on Mun

Please note when I first saw this bug, I was targeting a landed vessel (I don't have that save file anymore).

Possible scenario:

- Add a Rover to Mun surface
- use Brakes icon on top of the screen while accelerating the rover towards your target

NB:

- using KSP 64bit - Steam Version
- using one add on: "Surface Mounted Stock-Alike Lights". (I have no other rover on Mun without these lights)

Hope this helps. Keep the science up!

/Mihai

#4 - 11/22/2016 11:36 AM - Enceos

From the looks of things the "target" reference on the ground takes in a planet's rotation speed but doesn't do it for the target itself. The number you see will be the current speed of surface rotation.

#5 - 11/22/2016 01:08 PM - psecto

Enceos wrote:

From the looks of things the "target" reference on the ground takes in a planet's rotation speed but doesn't do it for the target itself. The number you see will be the current speed of surface rotation.

In this case the reproducible scenario might be different.

Try to use the break action group while the rover is in the air (jumping off Mun's surface)

#6 - 06/24/2017 08:58 PM - bewing

- Status changed from Updated to Not a Bug
- % Done changed from 10 to 100

Target Mode computes the **relative vector velocity** of the target ship from your ship. On a rotating CB, if the target ship is on the other side of the CB from you, it will be moving the opposite direction from you by twice the rotational speed of the celestial body. So yes, it is never zero when you are landed. Ever. Because your target is always moving in a different direction from you.

Files

DxDiag.txt	69 KB	11/20/2016	psecto
For KSP Support.sfs	111 KB	11/21/2016	psecto