Kerbal Space Program - Bug #14194

Navball doesn't follow the kerbal when on EVA

03/12/2017 06:43 PM - linuxgurugamer

Status:	Closed		**Start date:**	03/12/2017
Severity:	Low		**% Done:**	100%
Assignee:				
Category:	Gameplay			
Target version:				
Version:	1.2.2		**Language:**	English (US)
Platform:	Windows		**Mod Related:**	No
Expansion:				

Description

This was a "feature" added back in 1.0.5: see the Navball section here:http://wiki.kerbalspaceprogram.com/wiki/1.0.5 .

I've fixed it in EVA Enhancements using the following code:

```
Transform target;
        Vector3 rotationOffset = new Vector3(0f, 0f, 0f);
        Quaternion attitudeGimbal;
        CelestialBody currentMainBody;
        static NavBall nav = FindObjectOfType<KSP.UI.Screens.Flight.NavBall>(); // cache som
ewhere
        private void LateUpdate()
        {
            if (!FlightGlobals.ActiveVessel.isEVA || !settings.evaNavballFollowsKerbal)
                return;

currentMainBody = FlightGlobals.currentMainBody;

target = FlightGlobals.ActiveVessel.vesselTransform;

attitudeGimbal = Quaternion.Euler(rotationOffset) * Quaternion.Inverse(target.rotation);

nav.navBall.rotation = attitudeGimbal * Quaternion.LookRotation(Vector3.ProjectOnPlane(currentMain
Body.position + (currentMainBody.transform.up * (float)currentMainBody.Radius) - target.position,
(target.position - currentMainBody.position).normalized).normalized, (target.position - currentMai
nBody.position).normalized);

}
```

And using EVA Enhancements, can now flip between modes.. But really, I don't understand why it was done this way.

History

#1 - 07/24/2019 02:56 PM - Robert.Keech

- Status changed from New to Updated

- % Done changed from 0 to 10

Issue no longer occurs

#2 - 07/24/2019 02:57 PM - Robert.Keech

- Status changed from Updated to Resolved

- % Done changed from 10 to 100

#3 - 07/24/2019 04:00 PM - chris.fulton

- Status changed from Resolved to Closed