

Kerbal Space Program - Bug #15432

Trim applied even while craft is not under control

06/09/2017 10:44 PM - hermanpetri@hotmail.com

Status:	New	Start date:	06/09/2017
Severity:	Low	% Done:	0%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	1.3.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

Possibly unintended behavior in stock 1.3

Trim settings (ALT+S for example) will continue to be applied even when the craft no longer has control. This can lead to runaway rotation that cannot be cancelled.

To test, it is only necessary to place a command pod with a pilot in an orbit that is out of communication range of Kerbin with SAS off. If trim is applied but the pilot EVAs out of the craft then it becomes impossible cancel trim on the affected craft. Positive trim input continues to be applied despite the pod no longer having control leading to faster and faster rotation making it impossible to reboard or slow rotation by physically bumping it. Pressing ALT-X will not cancel trim input since control has been lost.

Is this intended behavior? Should reaction wheels continue to apply positive trim even when control has been lost?

Notice in the following screenshot that the craft is un-piloted and away from commnet control, yet the pitch indicator gauge shows positive pitch input.

9keEeQB.png

History

#1 - 06/12/2017 04:45 PM - bewing

Yes, it is intended, strange as it may seem. It is sometimes the only way to keep a vessel standing up if you land on a slope and then EVA the pilot.