

Kerbal Space Program - Bug #28661

Claw orientation differs from physical and warping.

10/14/2022 03:01 PM - jukkamuhonen@hotmail.com

Status:	New	Start date:	10/14/2022
Severity:	Low	% Done:	0%
Assignee:			
Category:	Graphics		
Target version:			
Version:	1.12.3	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

When you have real time physical warp or no warp at all, orientation of claw seems to differ from what is shown at flight hud.

You can see difference when you warp x5 or more without physical, orientation suddenly changes. This is true orientation and if you stop warping this orientation is still true, but hud shows it wrong.

History

#1 - 10/14/2022 03:01 PM - jukkamuhonen@hotmail.com

Note: that you must use "control from here" at claw to confirm this issue.

#2 - 10/14/2022 03:03 PM - jukkamuhonen@hotmail.com

Another note: Free pivot seems to show correct orientation too, but as soon as you lock it you get wrong orientation at hud.

#3 - 10/14/2022 03:05 PM - jukkamuhonen@hotmail.com

Another note: with hud i mean nav ball. We clearly need more accurate nav ball anyways.

#4 - 10/14/2022 03:23 PM - jukkamuhonen@hotmail.com

Note: this seems be same issue as sometimes objects are at incorrect position when you are warping near them. This issue particularly is noticed when you are carrying asteroid and targeting center of mass of it.