

Kerbal Space Program - Bug #3334

Rotational velocity damped in space

10/09/2014 04:29 AM - monksealpup

Status:	Closed	Start date:	10/09/2014
Severity:	Low	% Done:	100%
Assignee:			
Category:	Physics		
Target version:			
Version:	0.24	Language:	English (US)
Platform:	Win32	Mod Related:	No
Expansion:			

Description

When in orbit around Kerbin, if I use spin jets to spin up a small satellite load in preparation for a burn, when the spin jets exhaust their fuel supply the rotational rate drops fairly quickly (e.g. 10 rev/sec -> 5 rev/sec in about 15 seconds). It should maintain its rotational rate until another force acts upon it (or you switch away/warp, etc.).

History

#1 - 10/09/2014 08:29 AM - Squelch

Could you please confirm that SAS is not in effect?

#2 - 10/09/2014 10:47 AM - PixelClef

OS: Mac OS 10.9.5
KSP: 0.25.0.642

Built my own satellite, put it into orbit and spun it like a pinwheel until the RCS ran out. I didn't see a dramatic slow down, even after several hundred dV of ion thrust. I had SAS off during the spinning test. It's still going, spun all the way around the dark side of Kerbin. I did observe some slowing of the rotation, but not the dramatic slowing described.

It's unclear to me if this is a confirmation of the effect or not. I agree that a body rotating in space should continue to do so.

#3 - 10/09/2014 01:29 PM - Squelch

- File 3334.craft added
- File 3334-quicksave.sfs added
- Status changed from New to Confirmed
- % Done changed from 0 to 10

I am able to confirm that rotations are damped in space. A simple Probodyne HECS with a couple of Separatrons attached will slow significantly at first, and then gradually slow down over time.

I have attached a simple test probe and a quicksave with it in orbit @100km above Kerbin.

This will be forwarded to the developers.

#4 - 07/27/2015 05:55 PM - Squelch

- Platform Win32 added
- Platform deleted (Windows)

#5 - 07/17/2016 09:31 AM - TriggerAu

- Status changed from Confirmed to Needs Clarification
- % Done changed from 10 to 0

#6 - 08/09/2016 11:11 AM - TriggerAu

- Status changed from Needs Clarification to Closed
- % Done changed from 0 to 100

Closing this report out for now. If you find it is still occurring in the latest version of KSP please open a new report (and this one can be linked to it.) For best results, the wiki contains really useful info for when creating a report <http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>.

You can also ask questions about the bug cleanup in the forum here:

<http://forum.kerbalspaceprogram.com/index.php?/topic/143980-time-to-clean-up-the-bug-tracker/> and tag @TriggerAu to get my attention

Files

3334.craft	5.63 KB	10/09/2014	Squelch
3334-quicksave.sfs	24 KB	10/09/2014	Squelch