

Kerbal Space Program - Feature #1226

Solution to apparent non-sas rotation / sas odd behaviour

08/21/2013 10:15 PM - sibaz

Status:	New	% Done:	0%
Severity:	Low		
Assignee:			
Category:			
Target version:			
Platform:	Any	Mod Related:	No
Expansion:			
Description <p>SAS is clearly intended to halt rotation to aid attitude control, which makes the game easier to use. However it has been pointed out that if you have a craft in space, and intentionally leave it spinning, going to warp, stops the spin, and I've noticed that when orbiting other bodies, SAS maintains an absolute angular position and doesn't maintain angular position wrt the orbiting (and presumably spinning) body.</p> <p>I suggest as such you change the behaviour of sas to maintain angular position wrt the angle in a particular orbit. So that as a ship moves in a elipsis 'up' always faces away from the obiting body, and ahead can be placed on the orbit direction marker, and it will stay there.</p> <p>Alternatively it might be nice to be able to have sas select a celestial body to use as it's frame of reference. For example, a ship orbiting kerbin, might want to always maintain it's orientation wrt the sun.</p> <p>Having said functionality will be more essential when comms comes into play</p>			