

Kerbal Space Program - Bug #13199

VesselAutopilot.AutopilotMode.RadialIn and VesselAutopilot.AutopilotMode.RadialOut backwards

11/07/2016 03:24 PM - MOARdV

Status:	New	Start date:	11/07/2016
Severity:	Low	% Done:	0%
Assignee:			
Category:	Plugins/Add-Ons		
Target version:			
Version:	1.2.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

I've seen this when interacting with SAS control from a mod. Setting SAS via

```
vessel.Autopilot.SetMode(VesselAutopilot.AutopilotMode.RadialIn);
```

causes the vessel to swing outwards, away from the planet. Similarly, using the RadialOut enum points the craft towards the planet.

If I query the autopilot using vessel.Autopilot.Mode, it shows the value I set (RadialIn if I set RadialIn, and RadialOut if I set RadialOut).

The SAS GUI buttons present the opposite values: when I set SAS to RadialIn in the mod, the "Radial Out" button on the SAS is set. Conversely, if I use the GUI to set "Radial In", then vessel.Autopilot.Mode == VesselAutopilot.AutopilotMode.RadialOut. So it looks like the GUI buttons are working around this problem, or they use a different code path.

It would be really nice if this would be fixed so there's no need for hacks like telling SAS "Radial In" when I want "Radial Out".

NOTE: Marking as "1.2.1", but this has been present for quite a while - I think it goes back at least to 1.0, if not earlier.