Kerbal Space Program - Bug #13547

ModuleRCS.GetPotentialTorque output is wrong

01/06/2017 05:36 PM - gotmachine

Status:	New		**Start date:**	01/06/2017
Severity:	Low		**% Done:**	0%
Assignee:				
Category:	Physics			
Target version:				
Version:	1.3.1		**Language:**	English (US)
Platform:	Linux, Windows		**Mod Related:**	No
Expansion:				

Description
The values returned by ModuleRCS.GetPotentialTorque(out Vector3 pos, out Vector3 neg) are wrong, they seem to be affected by the part current orientation and are changing constantly in-flight.

History

#1 - 01/16/2017 11:40 PM - gotmachine

Some confirmation by djungelorm, see [[https://github.com/krpc/krpc/issues/354]]

In any case, the output is inconsistent when compared to the one from ModuleReactionWheel.GetPotentialTorque. For ModuleReactionWheel, the returned vectors stay always equal to the torque defined in the module (even if different values are defined for pitch/roll/yaw).

#2 - 02/18/2018 08:43 AM - djungelorm

- Version changed from 1.2.2 to 1.3.1

- Platform Linux added

Still affects KSP 1.3.1