

## Kerbal Space Program - Feature #1419

### IVA Altimeter Needles Mixed-Up?

10/09/2013 05:31 AM - S4qFBxkFFg

<b>Status:</b>	New	<b>% Done:</b>	0%
<b>Severity:</b>	Low		
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>			
<b>Platform:</b>	Any	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

(I initially posted this on the forum: <http://forum.kerbalspaceprogram.com/threads/51959-IVA-Altimeter-Needles-Mixed-Up> , as I didn't know this tracker existed - sorry.)

I've recently bought the game, and been playing it for a few days, and there's something that's bothering me slightly - it appears as if the altimeter needles for the in-cockpit view are mixed up when compared to the instruments in real aircraft (which I used to fly).

As it's a three-needle altimeter, my understanding was that the thin needle with a triangle at the tip should represent 10,000s, the short fat needle should represent 1,000s and the other one should represent 100s.

In KSP however, it appears the long thin triangle-tipped needle moves the fastest, representing 100s, inconsistent with real-life altimeters.

The following URL has an example, which is showing an altitude of 960 (feet, in this case, but I presume the principle is the same for metres). The set of stripes visible between the hub and the '5' indicate that the altitude is below 10,000 feet.

[http://www.m0a.com/wordpress/wp-content/uploads/2009/09/MidContinent\\_altimeter\\_mb.jpg](http://www.m0a.com/wordpress/wp-content/uploads/2009/09/MidContinent_altimeter_mb.jpg)

Am I missing something here? I couldn't find anything when searching about this, but it seems the needles should be reassigned unless there's some other reason for it.

To sum up, KSP has the following:

```
1,000s - "Plain" Needle
10,000s - Short, Fat Needle
100s - Long, Thin, Triangle-Tipped Needle
```

...whereas a real-life altimeter (which the KSP version appears to be modelled on) has the following:

```
100s - "Plain" Needle
1,000s - Short, Fat Needle
10,000s - Long, Thin, Triangle-Tipped Needle
```