

## Kerbal Space Program - Feedback #16031

### Inflating 10m Heat Shield in flight causes bad camera motion

09/26/2017 06:34 AM - cswiger

<b>Status:</b>	New		
<b>Severity:</b>	Normal		
<b>Assignee:</b>			
<b>Category:</b>	Camera		
<b>Target version:</b>			
<b>Version:</b>	Build 01863	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

KSP 1.3.0.1804. Win 10 64-bit Steam.

#### DESCRIPTION:

I took a mission in career mode to test the 10m inflatable heat shield, in flight or maybe at a certain altitude and speed.

It turns out that activating the 10m HS at Kerbin at moderate height and speed (meaning ~10K altitude and maybe 200m/s velocity) results in a really unpleasant camera motion. I tried switching camera modes to free, chase, etc, and some are worse than others-- as in, please be careful of motion sickness from watching locked mode after ~30 seconds or so.

#### STEPS TO REPRODUCE:

Simple test craft attached. Just launch, jettison the first stage upon burnout, and then inflate the 10m heat shield during flight. Reproduced under KSP 1.3.1.1863 starting one flight in sandbox mode, no mods.

It would be nice to have a user preference which controlled how rapidly the camera angle is allowed to change.

#### History

##### #1 - 10/05/2017 02:25 PM - Squelch

- Tracker changed from Bug to Feedback
- Project changed from KSP Pre-Release to Kerbal Space Program
- Category changed from Camera to Camera

Thanks for the report. I have changed this to feedback. The camera can appear violent in some modes combined with unstable parts. Switching modes may help here. Additional camera smoothing would be a feature that would need consideration.

This is not 1.3.1 Pre-Release specific, and affects the full game, so moving it to the main tracker.

#### Files

Test_10m HS.craft	16.6 KB	09/26/2017	cswiger
KSP.log	354 KB	09/26/2017	cswiger
KSP.log	314 KB	09/26/2017	cswiger