

Kerbal Space Program - Feedback #16117

Autopilot hold trim (Repurpose trim for tuning autopilot modes)

10/11/2017 02:18 PM - psycho_zs

Status:	New		
Severity:	Low		
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	Not Applicable	Language:	English (US)
Platform:	Linux, OSX, PS4, Windows, XboxOne	Mod Related:	No
Expansion:	Core Game		

Description

A feature idea.

Right now when autopilot is engaged, trim has no effect. But it could act as target shifter for autopilot hold modes (those except simple stability assist).

The point is to shift autopilot's target vector by applying trim.

Use case

You're launching a rocket, ascending with surface prograde hold. Trajectory turns out to be too shallow. Rocket is wobbly or aerodynamically unstable, so shaking it clumsily by keymashing to correct ascent profile is not an option. Solution: apply pitch trim to autopilot, so autopilot would gently hold a point a couple of degrees up from prograde.

Also could be useful for correcting rendezvous burns, tuning orbit while performing normal/antinormal burns

Specifics

Autopilot trim would use the same keys as normal trim, but values should be stored separately from the normal trim and reset when autopilot is switched off or autopilot mode is changed.

I imagine full trim to add about 15-20 degrees to autopilot vector.

Balance

It could act as a bonus for more advanced probe cores or pilot skills. For example, add specific trim feature to the next probe core: HECS introduces Prograde/Retrograde hold, OKTO2 would introduce Prograde/Retrograde trim.

History

#1 - 01/08/2019 05:03 AM - Anonymous

- Expansion Core Game added

There is related discussion on the forums here

<https://forum.kerbalspaceprogram.com/index.php?/topic/158118-use-trim-instead-of-pitchrudder-controls-for-sas-why-read-here/>

The request that seems to be popular there is different to what psycho_zs suggests, however.