

Kerbal Space Program - Bug #16139

Angular speed limit with Linear RCS port engines

10/13/2017 09:07 AM - Azimech

Status:	New	Start date:	10/13/2017
Severity:	Normal	% Done:	0%
Assignee:			
Category:	Physics		
Target version:			
Version:	1.3.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

While the RCS ball is one of the best construction materials for building stock engines, it has a property which really limits performance.

Take a look at this Gif. In the secondary HUD you see the angular speed in rad/s. It's pretty much fixed.

<https://gfycat.com/AmusedBraveCorydorascatfish>

This is interesting because it's the same 7 rad/s limit as existed before, in 2014 until the limit was increased in 0.23.5. The limit also appears if anywhere in the construction Rigid Attachment is used, in engines using different bearing materials.

You can test it yourself using this stock (unfinished) helicopter.

Files

RCS ball problem.craft	107 KB	10/13/2017	Azimech
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