

Kerbal Space Program - Bug #18030

DLC MEM should be rotated 180 degrees for proper pitch response

03/14/2018 03:46 AM - raptor9_ksp

Status:	Confirmed	Start date:	03/13/2018
Severity:	Normal	% Done:	10%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.4.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Making History		

Description

The MEM lander can's attitude reference is backwards and should be rotated 180 degrees around it's roll axis. As a comparison, the attached screenshot shows the default attitude of the parts in reference to the their flightball orientation when controlling them. If you were to adjust the attitude of the MEM while observing the outside surroundings from the IVA, you would experience the opposite orientation movement than you would expect.

The effect is opposite yaw and pitch changes than what is expected compared to other command pods

Related issues:

Related to Kerbal Space Program - Bug #24249: M.E.M. Control Orientation Wrong **Confirmed** **10/30/2019**

History

#2 - 06/10/2018 12:57 AM - Anonymous

- File pods.jpg added

- Status changed from New to Confirmed

- % Done changed from 0 to 10

Confirmed in 1.4.3

Kerbals and the windows they look through are rotated 180° to the nav-ball and control axes (and crew hatch if you want consistency there) compared to the convention followed by the lander cans in the core game.

#3 - 06/21/2018 07:38 PM - Vandarren

Still not fixed in 1.4.4 patch

#4 - 12/23/2018 11:11 PM - Anonymous

With version 1.6.1, there is a right-click option 'control point'. Setting this to 'forward' orients the controls and NavBall to the Kerbals' point of view.

#5 - 12/24/2018 12:35 AM - raptor9_ksp

This "bug" is no longer relevant with 1.6. This entry should be closed please.

#6 - 06/02/2020 02:41 PM - Robert.Keech

- Related to Bug #24249: M.E.M. Control Orientation Wrong added

Files

MEM Attitude Bug.png	1.47 MB	03/14/2018	raptor9_ksp
pods.jpg	119 KB	06/10/2018	Anonymous