

## Kerbal Space Program - Bug #18049

### KV-3 Pomegranate pod - wrong control directions

03/15/2018 01:31 AM - jlew715

<b>Status:</b>	Investigating	<b>Start date:</b>	03/15/2018
<b>Severity:</b>	Low	<b>% Done:</b>	20%
<b>Assignee:</b>			
<b>Category:</b>	Controls and UI		
<b>Target version:</b>			
<b>Version:</b>	1.4.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Making History		

#### Description

in the KV-3 "Pomegranate" (the three-seat Russian style pod), the controls don't appear to be mapped correctly. Relative to the seating position of the Kerbals inside, pressing W will point the craft Right, when you'd expect it to point "forward"/"down", S points the craft Left, D pitches forward, etc.

#### History

##### #1 - 03/16/2018 09:04 PM - Squelch

- Status changed from New to Investigating
- Severity changed from High to Low
- % Done changed from 0 to 20

Thank you for your report. We are looking into this.

##### #2 - 03/20/2018 05:29 AM - SamHall

Yeah, that's basically down to the fact that the Kerbals are seated in the pod sideways. They're rotated 90 degrees around the Z-axis from where they're supposed to be. They're sitting with their butts on the starboard wall, not the floor.

Also I can confirm that the KV-2 pod has the same problem. The Munar Excursion Module suffers from a similar issue, although in its case the entire pod is rotated a full 180 degrees around its axis so the controls all feel just straight-up reversed rather than randomly scrambled.

##### #3 - 03/20/2018 08:18 AM - jlew715

Didn't realize about the KV-2, but it looks like you're right! Hopefully this is something fixable for you guys?

##### #4 - 12/23/2018 11:10 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.