

# Kerbal Space Program - Bug #19449

## Spinning rover

07/27/2018 01:46 PM - Alewa

<b>Status:</b>	New	<b>Start date:</b>	07/27/2018
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Controls and UI		
<b>Target version:</b>			
<b>Version:</b>	1.4.5	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

### Description

My rover spinning because of pitch sticking (I guess). See my video [<https://youtu.be/0qbkfGahT9U>] to reproduce it. In that showcase I didn't touch anything except mouse. Tests on the Kerbin before the flight were ok. Craft "РазведРовер". Unfortunately I didn't save the whole rover carrier, but think it doesn't tied to this issue

### History

#### #1 - 07/27/2018 01:51 PM - Alewa

SAS is synhronised with hibernation.

"1" - hotkey for changing reaction wheel mod.

\*Pitch glitching not sticking

### Files

3.zip	119 KB	07/27/2018	Alewa
РазведРовер.craft	67.8 KB	07/27/2018	Alewa