

Kerbal Space Program - Bug #22896

[Breaking Ground] Medium scanner arm is too sensitive to craft motion

06/16/2019 05:27 AM - Brikoleur

Status:	Not a Bug	Start date:	06/16/2019
Severity:	Low	% Done:	0%
Assignee:			
Category:	Plugins/Add-Ons		
Target version:			
Version:	1.7.2	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground		

Description

To reproduce:

1. Load the attached save.
2. Scan the baobab.
-- Expected: Baobab is scanned.
-- Observed: "Vehicle moved! Scan aborted"

Notes: The craft does drift very very slowly. I managed to complete the scan by setting spring and damper to maximum on the wheels, locking the rotors, rolling over to the least inclined side of the tree, and leaning the rotors on the tree. This is overly sensitive in my opinion.

Addendum: This is probably related to the landing gear. The issue does not manifest with craft that use rover wheels.

History

#1 - 06/16/2019 09:46 AM - Brikoleur

- Description updated

#2 - 06/17/2019 03:25 AM - diomedea

- Status changed from New to Not a Bug

It is correct that scans are being cancelled when the craft drifts away (default maximum allowed drift 0.1 meters for all scanning arms). Nasty effects would arise otherwise, but you're welcome to change the "cancelScanDistance = 0.1" line in the arms config to what you like. Anyway, measures have to be taken to ensure the craft stays firm during a scan, which you correctly used.

If instead scans still get aborted due to vessel moving while there's no visible drift, that's a different issue (already known, reported, prioritized and supposedly fixed for version 1.7.2 because nobody could get it to happen again after the fix - so any evidence to the contrary would be welcome).

#3 - 06/17/2019 03:32 AM - Brikoleur

Try the save. I'm pretty sure it drifted less than 0.1 m.

#4 - 10/22/2019 05:10 PM - just_jim

- Related to Bug #21719: [LQA] [Zh] Dv value display bug added

#5 - 10/22/2019 05:10 PM - just_jim

- Related to deleted (Bug #21719: [LQA] [Zh] Dv value display bug)

Files

quicksave #24.sfs	1.1 MB	06/16/2019	Brikoleur
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