Kerbal Space Program - Feedback #23124

Please allow multiple KAL controllers to steer one device (f.e. for a real quadcopter)

07/07/2019 12:34 PM - Jebs_SY

Status:	New			
Severity:	Low			
Assignee:				
Category:	Gameplay			
Target version:				
Version:	1.7.2	**Language:**	English (US)
Platform:	Windows	**Mod Related:**	No
Expansion:	Breaking Ground			

Description

Hello,

I would like to put a small feature request here:

I would like to see an offset-mode, so that multiple KAL-Controllers inputs can steer the same motor. Imagine a Quad-Copter where 3 axis steer the RPM of 4 motors... There it is needed for multiple KAL-Controllers to steer the same motor. One for yaw, one for pitch, one for roll. But for that we would need a possibility do accumulate input requests of multiple KAL-Controller into one target.

If there would be an "offset-mode", where the editor line in the middle does nothing, on bottom line it multiples the current value by 0.0 and on the top line it would multiply it by 2. So 0% bottom, 100% middle, 200% top.

Then one could dial in the rotor main RPM for example at 150rpm and the input of "multiple KAL-Controllers in offset mode" will be multiplied with that main value.
Then one could do a real quad-copter, where all axis are only done by different RPM on the 4 motors.

The toggle-switch for direct vs offset could be perfectly added in the Action Groups where we already have the normal/inverse and incremental/absolut toggle switch.
I could imagine that's easy implemented. One new toggle and if it's activate just multiply this specific KAL-output with other occurring input value instead of using it as absolute input.

PS: Can it be, that TRIM input on an axis is ignored by the KAL-1000? If yes, is that intentional?

BR
Jebs_SY

History

#1 - 07/16/2019 10:27 AM - dvarjas@gmail.com

At the same time, should also fix when multiple axis groups are mapped directly on a controllable part, instead of only using input from only one, should apply the sum of the axis inputs.

#2 - 07/16/2019 10:32 AM - dvarjas@gmail.com

I agree, it seems like trim is ignored. Would also be nice if SAS inputs could be optionally applied to axis groups. And the current behaviour of instantly going between the two extreme positions, it would be more intuitive to use the default smoothing of keyboard inputs for axis group. Didn't check, but I guess using the fine control (caps lock) has no effect in this case, it would make sense if that also worked by restricting the control range.

#3 - 08/09/2019 11:08 AM - AHHans

Regarding your question about trim and SAS input on axis groups: yes, they are indeed ignored. Have a look at feedback #22946