# Kerbal Space Program - Bug #24249

## M.E.M. Control Orientation Wrong

10/30/2019 11:41 PM - hihosilver28

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|---|---|---|---|---|
| **Status:** | Confirmed | | **Start date:** | 10/30/2019 |
| **Severity:** | Low | | **% Done:** | 10% |
| **Assignee:** | Robert.Keech | | | |
| **Category:** | Parts | | | |
| **Target version:** | | | | |
| **Version:** | 1.8.1 | | **Language:** | English (US) |
| **Platform:** | Windows | | **Mod Related:** | No |
| **Expansion:** | Making History | | | |

### Description

The control orientation for the Munar Excursion Module (M.E.M.) is rotated 180 degrees from the proper orientation. When you are in the internal view (or external) and yaw left, the ship rotates to the right, and vice versa for yawing right. In the attached screenshots, you can see that the camera is pointed towards the hatch of the craft, which is the front. When I yaw left, the ship rotates left in the camera view, but from the perspective of the craft, it is yawing right. The attached craft has a docking port jr. on the top of the craft that is rotated 180 degrees in the roll axis. If you control from there, the craft behaves properly in external view, but the controls revert in IVA.

The control orientation should be rotated 180 degrees along the roll axis for it to be properly aligned.

### Related issues:

| | | |
|---|---|---|
| Related to Kerbal Space Program - Bug #18030: DLC MEM should be rotated 180 d... | **Confirmed** | **03/13/2018** |

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### History

**#1 - 11/08/2019 06:35 PM - raptor9_ksp**

This was written up in similar fashion by myself (https://bugs.kerbalspaceprogram.com/issues/18030) after the DLC was originally released.

However, when they added the ability to change control point orientation in the PAW, this issue became irrelevant. Try right-clicking on the MEM part, then change control point to forward. This should result in the behavior you desire.

**#2 - 11/08/2019 08:19 PM - hihosilver28**

raptor9_ksp wrote:

> This was written up in similar fashion by myself (https://bugs.kerbalspaceprogram.com/issues/18030) after the DLC was originally released.
>
> However, when they added the ability to change control point orientation in the PAW, this issue became irrelevant. Try right-clicking on the MEM part, then change control point to forward. This should result in the behavior you desire.

I did see your issue, and wanted to state that it was still a problem in 1.8.1. I did not try changing the control point to forward, though. Also, finding the toggle in the options that allows you to maintain your control point when switching to IVA was a life saver as well in this case, as I could control from the docking port while using internal view.

**#3 - 06/02/2020 02:33 PM - Robert.Keech**

- Assignee set to Robert.Keech

**#4 - 06/02/2020 02:41 PM - Robert.Keech**

- Related to Bug #18030: DLC MEM should be rotated 180 degrees for proper pitch response added

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

- Status changed from New to Confirmed

- % Done changed from 0 to 10

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### Files

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|---|---|---|---|
| 20191030172423_1.jpg | 312 KB | 10/30/2019 | hihosilver28 |
| 20191030172426_1.jpg | 314 KB | 10/30/2019 | hihosilver28 |

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|---|---|---|---|
| 20191030172434_1.jpg | 315 KB | 10/30/2019 | hihosilver28 |
| Kaguya Lander.craft | 52.4 KB | 10/30/2019 | hihosilver28 |