

# Kerbal Space Program - Bug #24521

## IVA Mode Not Respecting Control Point with SAS

12/19/2019 06:49 AM - MistyShadows

<b>Status:</b>	Confirmed	<b>Start date:</b>	12/19/2019
<b>Severity:</b>	Low	<b>% Done:</b>	10%
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>			
<b>Version:</b>	1.8.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

### Description

When enabling SAS to hold anything other than stable, entering IVA mode causes that command pod's orientation to be used for SAS, causing the vessel to flip around if that pod is oriented any other way than the control point.

Video showing this: [https://www.youtube.com/watch?v=Fe2\\_ejuDPb4](https://www.youtube.com/watch?v=Fe2_ejuDPb4)

Note: This video uses mods but I have confirmed this bug on a separate PC with a clean installation of KSP.

Workaround: Don't use IVA mode.

### History

#### #1 - 12/19/2019 11:37 AM - Anth12

- File SASIVABUG.craft added
- File IVA SAS Bug Quicksave.sfs added
- File screenshot56.png added
- Status changed from New to Confirmed
- % Done changed from 0 to 10

Ohhhhhh, that took me way too long to figure out the two landercans were facing away from each other.

The issue is the following as I understand it.

Steps:

1. Load the quick save
2. Set SAS to prograde
3. Click on View for Kilmore at the bottom right of the screen whose in the landercan that is facing in the retrograde direction and the ship will turn around.
4. Pressing C that gets out of IVA will have the craft flip back to the correct control point
- 4a. Pressing M when in IVA will do the same thing

Confirmed.

#### #2 - 12/28/2019 09:45 AM - Anonymous

- File options.png added

There is an option, to keep the control point fixed when we switch to IVA view, IVA\_RETAIN\_CONTROL\_POINT = True (but I think the default is to have the control switch follow the IVA view, maybe so that the interior-view navballs are oriented as you would expect if controlling from that seat.)

#### #3 - 01/07/2020 10:18 PM - Anth12

'Retain Control Point on Enter IVA'  
fixes the issue. not a bug maybe

### Files

SASIVABUG.craft	19.8 KB	12/19/2019	Anth12
IVA SAS Bug Quicksave.sfs	59.8 KB	12/19/2019	Anth12

screenshot56.png  
options.png

953 KB  
59.8 KB

12/19/2019  
12/28/2019

Anth12  
Anonymous