Kerbal Space Program - Feedback #24853

The dissymmetry of lift.

02/14/2020 12:23 AM - dok_377

Status:	New		
Severity:	Low		
Assignee:			
Category:	Physics		
Target version:			
Version:	1.9.1	**Language:**	English (US)
Platform:	Windows	**Mod Related:**	No
Expansion:	Breaking Ground, Core Game		

Description

I think you missed it when coding the new systems for helicopters. In the real helicopter the dissymmetry of lift is accounted for automatically, but in the game, it's pretty difficult to even achieve level flight with a conventional helicopter because of this phenomenon. It just wants to roll to one side when any substantial amount of forward velocity is achieved. It will be really appreciated if you could implement additional code to balance this out.

History

#1 - 02/27/2020 10:43 PM - dok_377

- Version changed from 1.9.0 to 1.9.1

Files

screenshot0.jpg	3.69 MB	02/14/2020	dok_377