Kerbal Space Program - Bug #25860

Random Inputs With Robotic Parts

07/29/2020 02:36 PM - Squookity

Status:	Need More Info	**Start date:**	07/29/2020
Severity:	Low	**% Done:**	0%
Assignee:			
Category:	Robotics		
Target version:			
Version:	1.10.1	**Language:**	English (US)
Platform:	Windows	**Mod Related:**	No
Expansion:	Breaking Ground		

Description

When a vessel launched from the VAB has parts from the Breaking Ground expansion, I find that attempting to re-orientate the craft becomes impossible while SAS is enabled, as it forces the ship to point towards the pro-grade direction, but ONLY when SAS is enabled. When disabled, the game receives "phantom" inputs. I use the term "phantom", as there is no real input causing these movements. The pitch and yaw alternating between the two directions simultaneously, and constant hard left roll. This makes it impossible to fly crafts with robotic parts attached properly.
--Steps to recreate--
Add a hinge, a piston and a rotor servo to a rocket
Launch the vessel
Achieve an orbit
Increase time warp to x10 and decrease it back to x1
Disable Stability Assist

History

#1 - 07/29/2020 03:02 PM - 14bauhr

- Status changed from New to Need More Info

What is a phantom input?

#2 - 07/30/2020 08:14 AM - Squookity

- Description updated