

Kerbal Space Program - Bug #26087

Incorrect Kerbal Jetpack effects for pitch forward

09/18/2020 01:38 AM - taniwha

Status:	New	Start date:	09/18/2020
Severity:	Low	% Done:	0%
Assignee:			
Category:	Kerbals		
Target version:			
Version:	1.10.1	Language:	English (US)
Platform:	Linux	Mod Related:	No
Expansion:	Core Game		

Description

Pitching backwards fires the correct thrusters (top-fore, bottom-aft), but pitching forward fires both top-aft and bottom-aft (should be bottom-fore).

All other thruster effects (roll, yaw, xyz-translate) are correct.

This is for the default suit. The future suit from Breaking Ground seems to be correct. Have not tested the suit from Making History.

Steps to reproduce:

Have a kerbal on EVA in orbit with jetpack enabled.

View from side (to see effects clearly).

Pitch forward (easiest with analog input).

History

#1 - 09/18/2020 01:53 AM - taniwha

Update: tested with MH suit: seems to be correct.

#2 - 09/18/2020 02:10 AM - taniwha

I just realized I tested default and future on male kerbals and vintage on female. More testing.

#3 - 09/18/2020 02:19 AM - taniwha

I have now tested all six suits. It seems to be only the mail default suit that has issues with the thruster effects.

Files

screenshot5093.png	1.44 MB	09/18/2020	taniwha
screenshot5094.png	1.3 MB	09/18/2020	taniwha