

## Kerbal Space Program - Bug #27206

### Probododyne RoverMate reacts slightly to pitch without reaction wheels.

02/01/2021 06:48 PM - jukkamuhonen@hotmail.com

<b>Status:</b>	New	<b>Start date:</b>	02/01/2021
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Physics		
<b>Target version:</b>			
<b>Version:</b>	1.11.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

#### Description

pitch up/ down makes rovermate move slightly even without any other parts put on to it.  
it stops after 5 second button release.

#### History

##### #1 - 02/01/2021 07:23 PM - jukkamuhonen@hotmail.com

It seems that any pod, even without reaction wheels have this issue. This makes vessel slide on ground faster, than normally.

##### #2 - 02/01/2021 09:17 PM - jukkamuhonen@hotmail.com

It isn't pitching up/down but driving forward/backward, tested it. I had them assigned on same buttons.

##### #3 - 02/01/2021 09:22 PM - jukkamuhonen@hotmail.com

This is something which seems to stack over time:

Example if you keep forward/backward drive held down, you constantly move about 1mm/s. If you wait for 15 seconds and press forward/backward just once, you jump 15mm forward.

No matter do you press forw or back you allways move one direction.

##### #4 - 02/01/2021 09:23 PM - jukkamuhonen@hotmail.com

but it cannot stack more than that 15mm, after that its just 15mm jump no matter how long you wait.

##### #5 - 02/01/2021 09:49 PM - jukkamuhonen@hotmail.com

More behaviour:

If vessel is standing on wheels, brakes on and motors disengaged, this bug doesn't seem to move vessel at all.