

Kerbal Space Program - Bug #28034

Steering Adjust isn't working correctly when set to Auto

06/25/2021 03:45 AM - Anth12

Status:	New	Start date:	06/25/2021
Severity:	Low	% Done:	0%
Assignee:			
Category:	Wheels		
Target version:			
Version:	1.12.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game, Making History		

Description

KSP 1.12.0 + DLCs

It seems fine when its stationary but when a rover is travelling faster the ability to turn is severely affected when Steering Assist is set to Auto

Following video shows what is happening when its set to Auto or Manual

<https://youtu.be/HUsgO-zx6Sw>

History

#1 - 06/25/2021 06:14 AM - dok_377

That's literally what this system is supposed to do, steer less the faster you go, so you would not flip the rover by accident. It is in the changelog. I don't understand what's the problem here.

#2 - 06/25/2021 07:25 AM - Anth12

Its working too well. Its majorly restricting my movement even at slower speeds than I would expect

There appears to be 3 things at play here:

1. Steering Angle Limiter
2. Steering Response
3. A hidden feature that manipulates those values the faster the rover goes on some sort of gradient.

Overriding turns off the hidden feature.

A slider in the PAW that manipulates the hidden feature might help the player to determine how the AI determines the gradient?