

# Kerbal Space Program - Bug #28488

## Breaking Ground rotor rpm limit torque limit control broken

09/04/2021 05:15 PM - jj

<b>Status:</b>	New	<b>Start date:</b>	09/04/2021
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Robotics		
<b>Target version:</b>			
<b>Version:</b>	1.12.2	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Breaking Ground		

### Description

Expected: Rotor uses up to all of its maximum motor output too reach the rpm limit and not more than necessary once the rpm limit is reached.

Actual: Depending on the circumstances:

A Rotor uses maximum power even though it has already reached the rpm limit and should reduce the power.

B Rotor does not use all available power and fails to reach the rpm limit.

To reproduce, launch the craft from the attached craft file and perform the following steps:

1. Open the menus of one of the blades and of the motor.
2. Increase the torque limit of the motor.
3. Observe bug A occur. The rotor reaches the target rpm but still uses 80mu/s. 80mu/s is the limit as the motor size has been set to 5% during construction.
4. Set the deploy angle on the blade to 34°.
5. Observe bug B occur. The rpm decreases but instead of increasing torque to compensate, the motor decreases output below the previously achieved 80mu/s.

### History

#1 - 09/04/2021 05:23 PM - jj

- File Kerbal Space Program 2021-09-04 18-52-35.mp4 added

### Files

debug.craft	62 KB	09/04/2021	jj
Kerbal Space Program 2021-09-04 18-52-35.mp4	9.31 MB	09/04/2021	jj