

Kerbal Space Program - Feature #370

ASAS should use rate mode instead of position mode

03/12/2013 09:17 PM - triffid_hunter

Status:	Closed	% Done:	100%
Severity:	Normal		
Assignee:			
Category:	Physics		
Target version:			
Platform:	Windows	Mod Related:	No
Expansion:			

Description

Currently, due to ASAS using position mode, it shakes my kerbals like a dog toy. This is inherent to using position mode, it is not specific to KSP.

The issue occurs because when we reach the ASAS target position we still have heaps of stored momentum which throws us beyond the target, causing an orbit-like oscillation.

MechJeb's Smart A.S.S. appears to use rate mode with great effect, but unfortunately it turns on ASAS when close to the target and the shaking resumes.

One way to ameliorate the shaking is by turning ASAS off just after the direction changes, then turn it on-off-on at the target such that it zeroes the momentum then holds the position. Another alternative is to (ab)use time acceleration to cancel rotational momentum.

History

#1 - 03/14/2013 09:07 PM - hermes47

- Target version deleted (0.18.4)

- Version set to 0.18.4

Please do not set target version.

#2 - 09/02/2013 11:10 AM - sr

- Platform Windows added

Can we consider this ticket resolved with the SAS changes in 0.21?

#3 - 09/03/2013 03:59 AM - triffid_hunter

sure, I'll open another if SAS goes silly again..

I can't seem to close this ticket for some reason; and pretty sure it wasn't windows specific

#4 - 10/20/2013 02:25 PM - sr

- Status changed from New to Closed

- % Done changed from 0 to 100