

Kerbal Space Program - Bug #3887

Gimbaled engines mounted forward of a craft's center of mass do not angle properly in response to pitch/yaw input.

12/22/2014 02:31 AM - aureus

Status:	Duplicate	Start date:	12/22/2014
Severity:	Low	% Done:	100%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	0.90	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			
Description			
This can be reproduced easily using the stock craft provided in the Asteroid Redirect Mission tutorial. The engine gimbals rotate the wrong way when the player (or SAS) tries to pitch or yaw the craft. If the engines are throttled up while SAS is on, the craft will begin to spin wildly as the autopilot's attempts to correct the rotation instead amplify the rotation.			
Related issues:			
Is duplicate of Kerbal Space Program - Feature #386: Engine gimbal steering d...		Closed	03/14/2013

History

#1 - 12/22/2014 11:09 AM - RexKramer

- Status changed from New to Duplicate

- % Done changed from 0 to 100

Duplicate of [#386](#). This has been present since 0.19, probably earlier.