

Kerbal Space Program - Bug #5022

Target node deselects when stationary or close to 0.0m/s

05/20/2015 01:02 AM - bensonv12

Status:	Not a Bug	Start date:	05/20/2015
Severity:	Low	% Done:	0%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.0.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

During docking manoeuvres, at a wide range of distance 10km down to 0m when approaching the target vehicle with the target node selected and guiding you to a selected docking port, when the speed difference is close to 0.0m/s the target node turns grey and de-selects and drops back to the assist mode and no longer guides you to the docking port. it only becomes available again when the speed difference increases. but you have to manually re-select the target node, unless your speed difference is 0.0m/s again then you can't select a grey node.

i have put a short video of the problem on youtube

<https://youtu.be/jNs4vv2W1N8>

i hope you are able to recreate this issue and hopefully fix it.

i am using VERSION 1.0.2.842 which is not in your list below. but it seems to have done this since v1.0 release

Thanks
Benson

Related issues:

Related to Kerbal Space Program - Bug #5918: SAS point at/away from target gr...	Not a Bug	11/10/2015
Has duplicate Kerbal Space Program - Bug #5925: Bug #5918 wrongly classed as ...	Moot	11/11/2015

History

#1 - 05/21/2015 06:43 PM - Kasuha

I can confirm, happens even in Docking tutorial. Selectability of the target mode should depend on distance, not on speed. It even depends on displayed speed so if at relative speed 0.0 I switch to Orbit mode which displays speeds over 2000 m/s, I can use Target mode again.

#2 - 07/13/2015 01:06 AM - Squelch

- Status changed from New to Not a Bug

- % Done changed from 0 to 100

SAS is intended to drop to stability assist at zero velocity. This is to prevent wild maneuvers being induced while the velocity vector is being tracked. The yellow velocity vector in the video starts to move around quite vigorously around zero relative velocity. Operating the target modes in this situation would cause large and unwanted rotations.

The target is still selected and the marker can be seen once the vessel has been rotated in the video.

The behaviour is correct and by design.

#3 - 11/11/2015 04:10 PM - RexKramer

- Related to Bug #5925: Bug #5918 wrongly classed as "not a bug" because the tester can not read added

#4 - 11/11/2015 04:10 PM - RexKramer

- Related to deleted (Bug #5925: Bug #5918 wrongly classed as "not a bug" because the tester can not read)

#5 - 11/11/2015 04:10 PM - RexKramer

- Has duplicate Bug #5925: Bug #5918 wrongly classed as "not a bug" because the tester can not read added

#6 - 11/11/2015 07:01 PM - achurch

This was also noted in bug [#5925](#), but just to be clear: The reporter (benssonv12) and responder (Squelch) in this bug are talking about two different things. The bug report is not about prograde/retrograde modes, which I agree should be disabled at low velocity, but about target/anti-target modes, which are independent of velocity and do not suffer from instability at low velocities. So this is in fact a bug, or at least it is not "by design" as the design is described in comment #2.

#9 - 11/12/2015 09:06 AM - Squelch

- Related to Bug #5918: SAS point at/away from target grayed at zero closing speed added

Files

KSP Target node deselects at 0ms bug 01.jpg	187 KB	05/20/2015	benssonv12
KSP Target node deselects at 0ms bug 02.jpg	209 KB	05/20/2015	benssonv12
KSP Target node deselects at 0ms bug 03.jpg	199 KB	05/20/2015	benssonv12
KSP Target node deselects at 0ms bug 04.jpg	217 KB	05/20/2015	benssonv12
KSP Target node deselects at 0ms bug 05.jpg	197 KB	05/20/2015	benssonv12