

Kerbal Space Program - Feedback #6570

Navball should switch NOT switch to Target mode in proximity of a target if the target is landed or if SAS is in pro/retrograde tracking mode

01/07/2016 08:09 PM - Kasuha

Status:	Updated	
Severity:	Normal	
Assignee:		
Category:	Gameplay	
Target version:		
Version:	1.0.5	Language: English (US)
Platform:	Linux, OSX, Windows	Mod Related: No
Expansion:		

Description

First case is, I believe, obvious. A landed target is not in orbit, from orbital point of view it is under constant acceleration (land pushing it from below and keeping it at its altitude) and Target mode is in such conditions very misleading. Missing the mode change while trying to land near the target and relying on navball icons may easily lead to crash into the terrain. If anything, navball should switch to Surface mode in this case - but just keeping the current mode is in my opinion the best solution, as switch to Surface should have already been done through proximity to the surface.

Second case is slightly more disputable but in my opinion there's also good reason for it. When SAS pro/retrograde (or in general any of the six major directions) mode is engaged, it means the ship is following that direction for some reason and switching to Target mode may change these directions drastically.

Typical case where it causes major problems is launching towards rendezvous with orbital station. The station often comes into range while the ship is still suborbital and SAS prograde mode is the mode of choice for ascent. Switching to Target mode means the ship will perform almost 180 degree turn - which may lead to major damage due to aerodynamic forces if the ship is still in the atmosphere, or just to loss of speed and eventual fall back down to the surface. Keeping the current mode is in my opinion best solution.

History

- #1 - 07/17/2016 09:43 AM - TriggerAu
- Status changed from New to Needs Clarification
- #2 - 07/20/2016 01:10 AM - WildLynx
- Status changed from Needs Clarification to Updated
 - % Done changed from 0 to 10

While it's not exactly a bug, I agree with OP that it's a dangerous behavior.