

Kerbal Space Program - Feedback #7422

Please remove/reduce Kerbal turning when planting flags

03/19/2016 03:46 PM - Kasuha

Status:	Updated		
Severity:	Low		
Assignee:			
Category:	Buildings		
Target version:			
Version:	1.0.5	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

Today I finally learned the heuristic behind how Kerbals plant their flags - they check slope of the terrain, and try to place the flag approximately perpendicular to that.

The idea behind it is probably to make the planting animation match terrain, i.e. to prevent leaving the flag hanging in the air, or burying it too deep into the ground (or to prevent the flag skipping up/falling down when the animation ends, not sure). That makes sense.

However it's source of endless frustration when trying to make a nice screenshot with lander, crew, and flag after a successful landing. Most landings happen on almost level terrain (or the lander would fall) and yet Kerbals insist on just two seemingly very arbitrary directions (with clear bias towards one of them) in which they are willing to place flags. In many cases (accidentally, but more often than I'd like) it places the flag in a way where it is not well lit by the Sun, ruining the whole composition.

Please, improve that. Allow placing the flag even on certain slope, e.g. by making the pole a little longer and giving the flag ability to stay at certain height above terrain to match the animation. If the slope is not too great, the Kerbal should just plant the flag ahead of him without any turning. And only if it exceeds the limit, the Kerbal should turn the least necessary angle, or display an error such as "too steep slope to plant a flag".

History

#1 - 04/09/2016 09:37 PM - Apollo13

This frustrating, annoying, "feature" has been around forever. I, too, would like it changed, such that the flag is simply placed directly in front of the Kerbal, without the Kerbal turning.

#2 - 07/17/2016 09:44 AM - TriggerAu

- Status changed from New to Needs Clarification

#3 - 07/19/2016 03:34 PM - cpcallen

- Status changed from Needs Clarification to Updated

- % Done changed from 0 to 10

This seems to be fixed: I tried planting a few flags on slopes around the launchpad and Jeb didn't turn at all before planting them.

Don't want to mark as resolved without second opinion, though, as I did only quite a cursory check.

Files

screenshot25.png	1.88 MB	03/19/2016	Kasuha
screenshot26.png	1.03 MB	03/19/2016	Kasuha