

Kerbal Space Program - Bug #9196

Tank steering allows excessive speed

04/17/2016 08:59 PM - wagner

Status: Closed	Start date: 04/17/2016
Severity: Low	% Done: 100%
Assignee:	
Category: Physics	
Target version: 1.2.0	
Version: 1.1.3	Language: English (US)
Platform: Windows	Mod Related: No
Expansion:	
Description	
In pre-release 1.1.	
The XL3 rover wheels are allowed to consume far more power while turning than while driving forwards or reverse. Holding forwards while turning will cause the motor driving forward to run at this elevated level, while idling the opposite motor. Holding forwards while rapidly cycling between left and right allows the vehicle to travel straight, while taking advantage of this increased power output. Craft used in testing was able to accelerate to 110m/s on wheel power alone before running out of runway.	
Related issues:	
Related to Kerbal Space Program - Bug #9588: RoveMax Model XL3 steering accel...	Duplicate 04/29/2016

History

#1 - 04/29/2016 09:59 AM - sal_vager

- Related to Bug #9588: RoveMax Model XL3 steering acceleration added

#3 - 07/17/2016 09:45 AM - TriggerAu

- Status changed from New to Needs Clarification

#4 - 08/27/2016 06:03 AM - MiniMatt

- File screenshot2.png added

- File Rapid Tank Steer.craft added

- Status changed from Needs Clarification to Updated

- % Done changed from 0 to 10

Can confirm this is still present in stock v1.1.3 x64. Attached screenshot shows a 40 ton craft driving just shy of 100m/s achieved by cycling left/right steering input. Far in excess of the wheel's listed max motor speed of ~15m/s.

Attached craft file is the vessel used - instructions:

- Load craft
- SAS to taste (torque wheels are set to SAS only to prevent pitch forward)
- Start fuel cells if planning extended run, otherwise battery is sufficient
- Hold forward (eg "W") key whilst cycling the left/right (eg "A/D") keys.

#5 - 10/14/2016 01:47 AM - Squelch

- Status changed from Updated to Ready to Test

- Target version set to 1.2.0

- % Done changed from 10 to 80

This situation has been improved for KSP 1.2

#6 - 10/14/2016 01:47 AM - Squelch

- Version changed from Not Applicable to 1.1.3

#7 - 11/18/2016 08:37 PM - JPLRepo

- Status changed from Ready to Test to Closed

- % Done changed from 80 to 100

Closing. No response.

Files

screenshot2.png	2.01 MB	08/27/2016	MiniMatt
Rapid Tank Steer.craft	61.1 KB	08/27/2016	MiniMatt