

Kerbal Space Program - Bug #1098

Structural Pylon has tiny collision mesh

07/24/2013 06:33 PM - hoojiwana

Status:	Closed	Start date:	07/24/2013
Severity:	Unworthy	% Done:	100%
Assignee:			
Category:	Parts		
Target version:			
Version:	0.21	Language:	English (US)
Platform:	Linux, OSX, Windows	Mod Related:	No
Expansion:			

Description

Apologies if this has been reported before.

Description:

The collision mesh for the Structural Pylon part appears to be much smaller than the model for the part itself. Only the thinner tapered end is able to be selected, making using this part in the VAB/SPH editors extremely annoying if you want to move the part after placing it. Also tested in 0.20.2, 0.19.1 and 0.18.2, same issue present in all versions.

Replication:

Place the Structural Pylon part (found under Structure), and then attempt to grab it again. Only a small section of the part is selectable.

Pastebin of KSP_output:

<http://pastebin.com/pHxzjBpS>

Pastebin of DxDiag:

<http://pastebin.com/vBX6vra7>

Misc:

See attached pic.

History

#1 - 07/17/2016 09:24 AM - TriggerAu

- Status changed from New to Needs Clarification

#2 - 07/17/2016 09:09 PM - Claw

- Status changed from Needs Clarification to Closed

- Severity changed from Petty to Unworthy

- % Done changed from 0 to 100

- Platform Linux, OSX, Windows added

- Platform deleted (Any)

Structural pylon has new model (which works appropriately).

Files

screenshot7edit.png

1.5 MB

07/24/2013

hoojiwana