

## Kerbal Space Program - Bug #1128

### Clipping issue on bottom-side connection node for Z-4K Rechargeable Battery Bank

07/25/2013 06:46 PM - KingArthur

<b>Status:</b>	Closed	<b>Start date:</b>	07/25/2013
<b>Severity:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Parts		
<b>Target version:</b>			
<b>Version:</b>	0.21	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

The bottom-side connection node for the Z-4K battery is recessed into the 3D model/hitbox, such that the Z-4K clips into anything connected there.

#### Symptom:

Clipping with connected parts on bottom-side of 4K battery.

#### Steps to reproduce:

1. Place Z-4K (root or not does not matter), no rotation/orientation change needed.
2. Place a Hitchhiker (or something cylindrical and simple in design) directly below Z-4K, no rotation/orientation change needed.

#### Possible solution:

Moving out "node\_stack\_bottom" from -0.125 (the default value) to about -0.155. -0.155 was where I could clearly see that the battery pack was no longer clipping into connected parts.

#### History

##### #1 - 07/26/2013 05:36 AM - KingArthur

- File *part.cfg* added

Attached is a modified part.cfg for the 4K battery. The modified "node\_stack\_top" and "node\_stack\_bottom" appear to eliminate [i]most[/i] clipping/spacing issues, though there is a slight clipping issue still remaining with the Mk2 Lander Can.

A missing closing brace for part{} has also been added to correct the oversight.

EDIT: Forgot to mention that the bug was still present as of 0.21.1, unless in the very unlikely event Steam had failed to update my installation properly.

##### #2 - 01/05/2014 10:59 AM - moxian

- File *screenshot3.png* added

Still present in 0.23

Happens with all thin cylindrical batteries (z-4k, z-1k, z200), some thin probe cores (OKTO2, RC-L01 RGU; Couldn't reproduce with RC-001S RGU) and Probodobodyne RoveMate.

Can be abused to put infinite amount of batteries in a place of a single one. (see screenshot)

##### #3 - 07/27/2015 06:04 PM - Squelch

- Platform *Win32* added

- Platform *deleted (Windows)*

##### #4 - 07/17/2016 09:33 AM - TriggerAu

- Status changed from *New* to *Needs Clarification*

##### #5 - 07/17/2016 09:27 PM - Claw

- Status changed from *Needs Clarification* to *Closed*

- % Done changed from *0* to *100*

- Platform Windows added

- Platform deleted (Win32)

I think this was probably due to the code that caused overlap when node attaching thin parts, which was fixed in 1.0. I could not get this to happen here in 1.1.3.

## Files

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part.cfg	790 Bytes	07/26/2013	KingArthur
screenshot3.png	492 KB	01/05/2014	moxian