Kerbal Space Program - Bug #1186

Small hardpoint doesn't visually connect to other parts

08/06/2013 10:23 PM - FredMSloniker

Status:	Closed	**Start date:**	08/06/2013
Severity:	Unworthy	**% Done:**	100%
Assignee:			
Category:	Parts		
Target version:			
Version:	0.21.1	**Language:**	English (US)
Platform:	Linux, OSX, Windows	**Mod Related:**	No
Expansion:			

Description

When I attach a small hardpoint to a 1m fuel tank--for example, the FL-T400--or vice versa, there is a significant visual gap between the hardpoint and the tank. Even on the 2m tanks, there's a slight visual gap if I put the hardpoint on a tank, and putting a tank on the hardpoint just barely seems to touch it. It looks like the part needs to be visually resized a bit so that it will properly 'sink' into the objects it's connected to.

History

#1 - 12/02/2014 10:03 PM - RexKramer

- Category changed from 30 to Parts

- Status changed from New to Confirmed

- % Done changed from 0 to 10

Still happens in 0.25. Also affects the structural pylon. Very noticeable with FL-T400.
Changed category to Parts.

#2 - 11/19/2015 06:09 PM - sal_vager

- Severity changed from Normal to Unworthy

Please use the priority table in the wiki when reporting issues.

http://bugs.kerbalspaceprogram.com/projects/ksp/wiki

Also, use the offset tool to close the gap.

#3 - 07/17/2016 09:40 AM - TriggerAu

- Status changed from Confirmed to Needs Clarification

- % Done changed from 10 to 0

#4 - 07/17/2016 10:16 PM - Claw

- Status changed from Needs Clarification to Closed

- % Done changed from 0 to 100

- Platform Linux, OSX, Windows added

- Platform deleted (Any)

Small hardpoint has new model.