

Kerbal Space Program - Bug #13203

Docking Port Jr is Upside Down

11/08/2016 02:38 PM - Daveroski

<b>Status:</b>	Confirmed	<b>Start date:</b>	11/08/2016
<b>Severity:</b>	Low	<b>% Done:</b>	10%
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>			
<b>Version:</b>	1.2.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Linux	<b>Mod Related:</b>	No
<b>Expansion:</b>			
<b>Description</b>			
To have 'control from here' work properly this docking port must be installed so that the text on it is upside down.			

History

#1 - 11/09/2016 10:19 AM - sal\_vager

- Status changed from New to Confirmed
- % Done changed from 0 to 10

Yes you are correct, the port texture is inverted.

#2 - 11/14/2016 12:21 AM - SamHall

- File model000.dds added
- File screenshot130.png added

Daveroski wrote:

To have 'control from here' work properly this docking port must be installed so that the text on it is upside down.

Yeah pretty sure it's been like that for as long as there have been docking ports. Here, i edited the diffuse map (model000.dds) to flip the text the right way up if that helps any.

#3 - 11/14/2016 05:09 PM - GusTurbo

Daveroski wrote:

To have 'control from here' work properly this docking port must be installed so that the text on it is upside down.

Can confirm. I placed one of these on the front of a rover and found that the navball was inverted on "control from here." This was an unexpected behavior and caused control issues.

Files

model000.dds	42.8 KB	11/14/2016	SamHall
screenshot130.png	1.36 MB	11/14/2016	SamHall