

Kerbal Space Program - Bug #13338

No collider on a broken Gigantor XL Solar Array part

11/30/2016 06:46 AM - IgorZ

Status:	Confirmed	Start date:	11/30/2016
Severity:	Normal	% Done:	10%
Assignee:			
Category:	Parts		
Target version:			
Version:	1.2.1	Language:	English (US)
Platform:	Linux, Windows	Mod Related:	No
Expansion:			

Description

When "Gigantor XL Solar Array" part gets broken for any reason the panel pieces flow away but the base left intact on the vessel. This base has no collider which makes it impossible to snipe with a mouse cursor. It may be not a big issue for normal play but it affects third-party mods that rely on the part colliders (e.g. KIS). Though, I'd say that even in the normal play it makes sense to have a collider on the base since it's still a part of the vessel.

History

#1 - 11/30/2016 06:50 AM - IgorZ

Alos see the following video for the reproduce steps: <https://www.youtube.com/watch?v=QlmzOI05OfE> (it's recored in 1.0.5 but the same is true for 1.2.1).

#2 - 12/01/2016 12:52 PM - Enceos

- Status changed from New to Confirmed

- % Done changed from 0 to 10

I can confirm it. Not a big thing for the stock players, but an exceptionally annoying problem for KIS players. While SQUAD is working on the colliders, we'd really appreciate if they updated this part as well.

Files

NoColliderOnSolarArray.jpg	322 KB	11/30/2016	IgorZ
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