

## Kerbal Space Program - Bug #15991

### RoveMax Wheels Jump When Trying To Reposition

09/20/2017 07:50 AM - Colonel\_Camel

<b>Status:</b>	Updated	<b>Start date:</b>	09/20/2017
<b>Severity:</b>	Low	<b>% Done:</b>	10%
<b>Assignee:</b>			
<b>Category:</b>			
<b>Target version:</b>			
<b>Version:</b>	1.3.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

When building a craft/rover, if you have RoveMax S2s or M1s, you disable snap and then try to move the part around, as soon as you click on one of the move arrows the wheel jumps to a new position. This is really annoying if you only wanted to make a tiny adjustment to the positioning of a wheel, because you have to first try to restore it to it's original position.

It's especially annoying for the S2, because the jump is much more significant compared to the size of the part.

#### History

##### #1 - 10/05/2017 02:30 PM - Squelch

- Project changed from KSP Pre-Release to Kerbal Space Program
- Category deleted (Wheels/Legs)
- Status changed from New to Updated
- % Done changed from 0 to 10
- Version changed from Build 01863 to 1.3.0

Thanks for your report. There are constraints placed on the amount of movement some parts are allowed. This can be overridden by pressing SHIFT while using the offset tool. Naturally this can allow really large offsets to be applied, so use with care, but it should also prevent the snap effect while making small offsets.

This is not 1.3.1 Pre-Release specific, and affects the full release. I have moved this to the main tracker.