

Kerbal Space Program - Bug #1721

Stack Tri-coupler: Unexpected Behaviour

11/08/2013 12:17 AM - SyberSmoke

Status:	Not a Bug	Start date:	11/08/2013
Severity:	Low	% Done:	0%
Assignee:			
Category:	Parts		
Target version:			
Version:	0.22	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

The below image displays a scenario that I have been trying for some time. That being, I am looking to use a stack tri-coupler as both a increaser and decreaser to create a more condensed pod design. The issues I have though are that:

A: When flipped over the stack tri-coupler will not transfer fuel from the three tanks above to the node below. It will only transfer from the single node to the triple nodes.

B: The part will not connect to all three nodes that can connect to it. A behaviour that would be expected. This behaviour is shown as the part hangs off the left node and shows an appreciable gap in the right two nodes.

To me this is a bug in the part design as it would create a number of interesting designs.

11ORZkg.png

History

#1 - 11/08/2013 10:42 AM - Ted

- Status changed from New to Not a Bug

- % Done changed from 0 to 100

This is due to the 'tree' structure that the parts utilise to connect to one another, thus it's actually expected behaviour. ;) Strut/fuel line it up!