

Kerbal Space Program - Bug #2065

Ladder Following Bug

02/13/2014 07:00 AM - m_pink

Status: Closed	Start date: 02/13/2014
Severity: Low	% Done: 100%
Assignee:	
Category: Gameplay	
Target version:	
Version: 0.23	Language: English (US)
Platform: Win32	Mod Related: No
Expansion:	

Description

I was playing KSP and jeb refused to follow my ladder LOL
luckily i was recording at the time so you can see it in action too
<http://www.youtube.com/watch?v=vkDHlkSqjPo>

It looks like jeb starts tracking the vertical ladder but the direction dose not change.
I let go and grabbed a few times to try and force a change in ladder.
Jeb appeared to grab the correct ladder but still used the old ladders direction.
Hummm

Looking into this more closely and testing its repeat-ability on a fresh install I see that it is doing what it was told and trying to combine the direction of the 2 ladders that jeb is near.

This seams silly and is causing more problems than it solves.

Would this not also be whats causing ladder drift ?

Anyways i would suggest using an up and down key to switch ladders that have not come to a natural end (like translate up and down) or

use the left and right keys to cycle through all ladders and directions in reach (enabling you to rotate on a single ladder) and then just do a snap to ladder transition.

Giving a strength to the directions based on distance could be a solution. That way when you pass through a ladder it becomes the closest and takes over. This way the ladder your climbing would be at arms length and so not be very strong but you would never be able to pass through a ladder.

History

#1 - 07/27/2015 06:05 PM - Squelch

- Platform Win32 added

- Platform deleted (Windows)

#2 - 07/17/2016 09:36 AM - TriggerAu

- Status changed from New to Needs Clarification

#3 - 08/08/2016 12:54 PM - TriggerAu

- Status changed from Needs Clarification to Closed

- % Done changed from 0 to 100

Closing this report out for now. If you find it is still occuring in the latest version of KSP please open a new report (and this one can be linked to it.) For best results, the wiki contains really useful info for when creating a report <http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>.

You can also ask questions about the bug cleanup in the forum here:

<http://forum.kerbalspaceprogram.com/index.php?/topic/143980-time-to-clean-up-the-bug-tracker/> and tag @TriggerAu to get my attention