

## Kerbal Space Program - Bug #2321

### Claw part inverts when used to attach ship to itself

04/02/2014 01:46 AM - Kasuha

<b>Status:</b>	Not Fixed	<b>Start date:</b>	04/02/2014
<b>Severity:</b>	Normal	<b>% Done:</b>	50%
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>			
<b>Version:</b>	0.23.5	<b>Language:</b>	English (US)
<b>Platform:</b>	Any	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

When attaching multiple claws to the same object, the second claw to be attached gets inverted. After releasing the object the claw is unusable until it is disarmed and armed again.

In this image, left claw is attached, right one is not yet.

CLhdunb.png

Both claws are attached now. Notice the right claw is inverted, it looks like the object is clawing the claw base.

Xhswwk0.png

After releasing the left claw, both connections break. The right claw stays inverted and will not attach to anything until it is disarmed and armed again, after which it returns to normal position.

sR42Geu.png

#### Related issues:

Related to Kerbal Space Program - Bug #2378: Graphical glitch with multiple c...

**Closed**

**04/10/2014**

#### History

##### #1 - 04/02/2014 05:06 AM - Kerolyov

- Status changed from New to Confirmed
- Severity changed from Low to Normal
- % Done changed from 0 to 10
- Platform Any added
- Platform deleted (Windows)

I can confirm this, thanks for reporting

##### #2 - 04/24/2014 06:11 PM - diomedea

Issue confirmed even if only one claw is used. In the video linked, a probe with one claw on the back and a docking port presents this, as soon as the docking port is engaged, the claw already connected.

<https://www.dropbox.com/s/xrbzka75kclwih/Filmato.mp4>

##### #3 - 02/28/2016 03:12 PM - Kasuha

- File quicksave.sfs added
- File screenshot15.png added

The issue is still present in 1.0.5, only the part that the Claw remained turned after disconnecting appears to be fixed.

Could be probably reclassified to "very low" priority as it's just visual problem with no gameplay consequences.

Attaching quicksave for easy reproduction on runway.

Note: types of ships being connected appear to matter. I am getting different results depending on whether I leave both rovers as "probe" or if I

change one or the other to "station".

**#4 - 07/17/2016 09:43 AM - TriggerAu**

- Status changed from Confirmed to Needs Clarification

- % Done changed from 10 to 0

**#5 - 10/13/2016 03:14 PM - sal\_vager**

- Status changed from Needs Clarification to Ready to Test

- % Done changed from 0 to 80

Should be fixed now in 1.2

**#6 - 10/13/2016 05:21 PM - Kasuha**

- File screenshot0.png added

sal\_vager wrote:

Should be fixed now in 1.2

Negative, the bug is still there. I loaded the quicksave I attached in update #3 and when I made sure both claws connect, one became inverted.

Attaching screenshot.

**#7 - 12/03/2016 08:03 PM - JPLRepo**

- Status changed from Ready to Test to Not Fixed

- % Done changed from 80 to 50

**#8 - 04/11/2018 09:39 AM - Avera9eJoe**

- File screenshot51.png added

To add to this, the joint strength of effected claws becomes extremely springy at times.

**#9 - 04/11/2018 12:46 PM - jclovis3**

I see this as a node tree conflict. Every part needs to traverse a node tree in one direction to reach the root, and circular references are not logically sound so only one connection can be maintained at a time. This seems to be the case when using multiple docking ports to strengthen a connection as well. One will become disconnected when reloading the ship and until such a mechanism is put in place that allows multiple node branches to parallel and reconnect on both ends, this will always be a problem. In the mean time, just think of every construction and docking like this...

1. There is always one root part.
2. The root part has no parent.
3. Every part has exactly one parent.

So look at your double docking problem and ask yourself, what would your node tree look like following this rule set?

**Files**

---

quicksave.sfs	117 KB	02/28/2016	Kasuha
screenshot15.png	1.87 MB	02/28/2016	Kasuha
screenshot0.png	1.05 MB	10/13/2016	Kasuha
screenshot51.png	3.2 MB	04/11/2018	Avera9eJoe