

Kerbal Space Program - Bug #2381

Parts Mounts to Stack and Surface Simultaneously

04/10/2014 04:55 PM - Claw

Status:	Closed	Start date:	04/10/2014
Severity:	Very Low	% Done:	100%
Assignee:			
Category:	Parts		
Target version:			
Version:	0.25	Language:	English (US)
Platform:	Linux, OSX, Windows	Mod Related:	No
Expansion:			

Description

0.23.5.464

WHAT HAPPENS:

As I was troubleshooting another bug, I discovered in the .craft file and the .sfs file that Claw mounts to it's parent part on both the node and surface.

HOW TO REPRODUCE:

- 1) Start a new ship in the VAB
- 2) Select RC-001S as the root part
- 3) Mount a claw on the top node
- 4) Save and launch the ship

NOTES:

- I'm not sure if this is by design for the Claw, but none of the other dual surface/stackable parts (such as the Modular Girder Segment) I checked act this way.

- I've attached the .craft and .sfs files, but here are the points of note.

.craft

```
PART {
part = GrapplingDevice_4294816076
...
srfN = srfAttach,probeStackSmall_4294824132
attN = top,probeStackSmall_4294824132
...}
```

.sfs

```
PART {
name = GrapplingDevice
...
srfN = srfAttach, 0
attN = top, 0
...}
```

History

#1 - 11/29/2014 10:48 AM - Padishar

I am unable to repeat this behaviour in clean installs of 0.25 or 0.23.5. Are you still able to repeat it?

#2 - 11/29/2014 11:43 AM - Squelch

Reviews of recent saves and craft files uploaded to this tracker show this does not seem to be a current issue.

```
srfN = None, -1
attN = top, 580
```

It was perhaps resolved but undocumented?

#3 - 11/29/2014 12:45 PM - Padishar

- File *CubicStrut.craft* added
- Subject changed from *Claw Mounts to Stack and Surface Simultaneously* to *Parts Mounts to Stack and Surface Simultaneously*
- Status changed from *New* to *Confirmed*
- % Done changed from 0 to 10
- Version changed from 0.23.5 to 0.25

I am now able to repeat this behaviour in both 0.23.5 and 0.25 with any part that allows surface and stack attachment:

Start new vessel
Select anything as root part
Surface mount a cubic octagonal strut on the root part
Pick up the cubic strut again and attach it to a node of the root part
Save vessel and examine to find double attachment

If you directly attach the cubic strut to a node without surface attaching it first then it only has the one attachment.

While this doesn't appear to have any obvious effect on gameplay, I suspect that various bits of the core game code could be getting upset by this double attachment, e.g. odd symmetry behaviour in the editors or certain issues with the claw.

#4 - 11/29/2014 01:23 PM - unseeingwhale

- Platform *Linux* added

I was able to reproduce with Padishar's instructions.

#5 - 11/29/2014 01:53 PM - Squelch

I can reproduce this too, and the order of placement is important.

Attaching to a node does not remove the previous surface attachment entry, and the co-ordinates remain from the prior surface attachment. They are also carried into the node attachment entry.

This can be seen in the quoted .craft file of the report.

#6 - 07/27/2015 05:55 PM - Squelch

- Platform *Win32* added
- Platform deleted (*Linux, Windows*)

#7 - 07/17/2016 09:30 AM - TriggerAu

- Status changed from *Confirmed* to *Needs Clarification*
- % Done changed from 10 to 0

#8 - 07/17/2016 05:50 PM - Claw

- Status changed from *Needs Clarification* to *Closed*
- % Done changed from 0 to 100
- Platform *Linux, OSX, Windows* added
- Platform deleted (*Win32*)

So this isn't happening anymore. And after changes to some editor logic for 1.0, I'm pretty sure I know what was causing this. So I'm confident it was fixed.

Files

Temp.craft	4.8 KB	04/10/2014	Claw
persistent.sfs	11 KB	04/10/2014	Claw
CubicStrut.craft	2.27 KB	11/29/2014	Padishar