Kerbal Space Program - Bug #2729

Rocket position on Launch Pads differs from it's position in VAB

07/06/2014 05:51 PM - lebedev.ri

Status:	Closed		**Start date:**	07/06/2014
Severity:	Low		**% Done:**	100%
Assignee:				
Category:	Gameplay			
Target version:	0.24			
Version:	0.23.5		**Language:**	English (US)
Platform:	Linux		**Mod Related:**	No
Expansion:				

Description

No mods installed.

If you assemble rocket with e.g. 2 side boosters (just to make issue visible), on launchpad rocket will be positioned rotated by 90 deg yaw.

I'll post screens tomorrow, but for now, pseudographics:

VAB, view from top:

```
    sea

 launchpad
    ||            - road VAB <-> Launch Pad
hangar door

 <>-{}-<>         - rocket with side boosters
```

Launch Pad, same view from top:

```
    sea

   / \
   \ /
    |
   { }            - rocket on launchpad
    |
   / \
   \ /

    ||            - road VAB <-> Launch Pad

    VAB
```

Similar report: http://forum.kerbalspaceprogram.com/threads/51795-Correct-Positioning-on-Launch-Pads

I am not sure is this really a bug, or it is intentional, but for me it is rather annoying.
If it is intentional, it should be configurable, or at least mentioned in wiki.

History

#1 - 07/18/2014 04:04 AM - pizzaoverhead

Fixed in 0.24.

#2 - 07/18/2014 04:28 AM - Ted

- Category changed from Bug Tracker to 81

- Status changed from New to Resolved

- Target version set to 0.24

- % Done changed from 0 to 100

Thanks for updating it!
Another one down. :)

#3 - 09/05/2014 10:56 AM - Ted

- Status changed from Resolved to Closed