

Kerbal Space Program - Bug #28032

New docking ports are too wobbly.

06/25/2021 02:37 AM - MarlusKeep

Status:	New	Start date:	06/25/2021
Severity:	Low	% Done:	0%
Assignee:			
Category:	Parts		
Target version:			
Version:	1.12.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

Any heavy and big ships or stations that are connected, or have connections by docking ports are completely useless right now. Any maneuver that we make, the ship or station start to wobble uncontrollable. Please revert to the old parameters of the docking ports structure! Its really impossible to play and make large and heavy ships or stations with this docking ports being soo wobbly.

History

#1 - 06/25/2021 03:29 AM - Anth12

Related to [#28019](#)

Rotating docking ports aren't letting autostruts though. There were developers on EJ_SA's twitch stream when he noted the issue. They are aware. Hopefully it will be fixed with 1.12.1

#2 - 08/02/2021 10:44 PM - archiebald

Anth12 wrote:

Related to [#28019](#)

Rotating docking ports aren't letting autostruts though. There were developers on EJ_SA's twitch stream when he noted the issue. They are aware.
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I am playing 1.12.1 using some old stations created in 1.8.1 They are still incredibly wobbly - the Kraken is waiting to take them!

Was an update made in 1.12.1 because it doesn't look like it to me.

#3 - 08/03/2021 08:59 AM - Anth12

1.12.1 was a hotfix with the following change log:

Fix AOORE breaking saves without Making History DLC installed.

Might have been the bug where if the player had the setting that deleted debris in KSC on playing the game they couldnt enter any of the KSC buildings.

#4 - 08/03/2021 06:54 PM - CDixon941

I'm hoping this is soon, as it really renders things with docked crafts completely useless.

#5 - 08/03/2021 06:56 PM - CDixon941

As if by magic, they have put a fix out ! now to test...

#6 - 08/03/2021 08:56 PM - Lupi

this SHOULD be fixed by having docking port rotation locked by default, as I understand it. Should make them as strong as a joint as they were before?

do report back, though!