Kerbal Space Program - Bug #2851

Navball target incorrect with radial docking port

08/02/2014 02:57 PM - BlobKerman

Status:	Duplicate		**Start date:**	08/02/2014
Severity:	High		**% Done:**	100%
Assignee:				
Category:	Gameplay			
Target version:				
Version:	0.23.5		**Language:**	English (US)
Platform:	Any		**Mod Related:**	No
Expansion:				

Description

The navball incorrectly shows the target of a radial docking port. The attached screenshot clearly shows the bug.

In the screenshot, the 2 tankers are oriented nearly parallel and are of identical construction; each has 4 docking ports -- 3 radial (one is hidden) and 1 axial. The green circle identifies the current target port (evidenced by the "unset" dialog), and the blue circle identifies the controlled-from port. Notice though, that there is no other port that could show a valid target position shown on the navball. The arrows show the direction normal to the docking ports.

Win7pro, 64bit
v0.23.5.464, 32bit
no mods

History

#1 - 08/02/2014 06:24 PM - BlobKerman

- File screenshot690 - Copy.png added

I attached another example showing 2 axial* mounted docking ports where the navball has "randomly" selected a different docking port as the controlled-from. In the screenshot, the green circle indicates the targeted port, the blue circle indicates the user selected controlled-from port, and the red circle indicates the port that KSP seems to actually be using as the controlled-from port.

axial to parallel to the axis of the ship. The ports are actually centered between 4 tanks, mounted via scaffolding.

#2 - 08/02/2014 10:16 PM - Master_Tao

- Status changed from New to Duplicate

- % Done changed from 0 to 100

Duplicate of Bug #1220.

Files

screenshot671.b.png	505 KB	08/02/2014		BlobKerman
screenshot690 - Copy.png	1.03 MB	08/02/2014		BlobKerman