

Kerbal Space Program - Bug #28668

Claws and comet, claw connection makes vessel move.

10/25/2022 08:36 PM - jukkamuhonen@hotmail.com

Status:	New	Start date:	10/25/2022
Severity:	Low	% Done:	0%
Assignee:			
Category:	Docking		
Target version:			
Version:	1.12.3	Language:	English (US)
Platform:	Windows	Mod Related:	Yes
Expansion:	Breaking Ground, Core Game, Making History		

Description

when loading vessel or timewarping vessel which has grapped as comets sometimes jumps away from its connection point. Most often this seems to happen when you approach that comets with another vessel.

Result: making comet station is a huge pain.

this includes some graphical mods, parallax and stock+ parts.