

Kerbal Space Program - Bug #28682

Adapters revers connections

01/07/2023 02:51 PM - kerlon_kersk

Status:	New	Start date:	01/07/2023
Severity:	Low	% Done:	0%
Assignee:			
Category:	Parts		
Target version:			
Version:	1.12.4	Language:	English (US), русский (Russian)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

In connecting ~~← all parts connected, but in connecting →~~ only one part connected to adapter. I did use struts as crutchs since beta =(

Tried to copy connected parts, tried different symmetry type, different adapters, tried on absolute clear KSP without any mods

History

#1 - 01/08/2023 04:59 AM - Anth12

Yeah that's normal behavior for KSP1. Hopefully that will be changed for KSP2.

The only way to get to get multiple connections is to use docking ports. They will autodock once launched as long as they are positioned correctly

Files

connections 3.jpg	1.48 MB	01/07/2023	kerlon_kersk
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