

Kerbal Space Program - Bug #28689

Parts has random self rotation after adding one vehicle (Block) into rocket in building, and then stuck

01/18/2023 09:43 PM - kerlon_kersk

Status:	New	Start date:	01/18/2023
Severity:	Low	% Done:	0%
Assignee:			
Category:	Parts		
Target version:	1.12.5		
Version:	1.12.5	Language:	English (US), русский (Russian)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game		

Description

I did miner, then save it as a block.

After adding in rocket, some parts rotates.

And after launch rotation in this parts doesnt work.

In this case - Swivel G11 from DLC Breaking grounds just stuck after launch and doesnt move

I tried: by engineer re-attach by building mod in space. Reload game, relaunch rocket with this parts.

ps. facepalm. I fight with bugs more than I play. Is it stil raw beta or release

History

#1 - 01/18/2023 10:10 PM - Anth12

Its a buggy game which is kind of ok when the crafts are simple but the more complicated the craft the more issues come up.

Do you have the craft file? I could take a look. I have a good amount of experience with the robotics and its issues.

Files

bug.jpg	484 KB	01/18/2023	kerlon_kersk
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