

Kerbal Space Program - Bug #28690

Docking port rotation disabled by warp

01/19/2023 02:51 PM - kerlon_kersk

Status:	New	Start date:	01/19/2023
Severity:	Low	% Done:	0%
Assignee:			
Category:	Parts action window		
Target version:	1.12.5		
Version:	1.12.5	Language:	English (US), русский (Russian)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

New feature are raw and fully useless. Warp or switching between vehicles physicaly disables changed angle of docked port.

- 1) dock 2 vehicles
- 2) change angle in docking port setting.
- 3) warp
- 4) parts returns to start position.