

## Kerbal Space Program - Feature #320

### Rotation of Docking Ports

03/09/2013 03:10 AM - purpletarget

<b>Status:</b> New	<b>% Done:</b> 0%
<b>Severity:</b> Low	
<b>Assignee:</b>	
<b>Category:</b> Gameplay	
<b>Target version:</b>	
<b>Platform:</b>	<b>Mod Related:</b> No
<b>Expansion:</b>	
<b>Description</b> Once docked, ships are often misaligned to either design, or intentions of player.  Allowing Docking ports to rotate would allow the adjustments in alignment of composite craft after docking. This would greatly augment orbital construction as ships just require to be aligned enough to not collide with other components during rotation.  Expect could be enabled through right click context menu functionality on docking port.	
<b>Related issues:</b> Related to Kerbal Space Program - Feature #321: On Command Docking for dockin... <b>New</b> <b>03/09/2013</b>	

#### History

#1 - 11/20/2015 08:01 PM - Squelch

- Related to Feature #321: On Command Docking for docking ports on composite vessels added