

Kerbal Space Program - Bug #349

Setting docking port of the other ship as the target does not work.

03/11/2013 12:37 PM - MBobrik

Status:	Closed	Start date:	03/11/2013
Severity:	Low	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	0.18.4	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

You will get the 'Set as target' button upon clicking on the the docking port (see SShot1),
After that, the game claims that the docking port was set, but the target position is still the center of the ship (see SShot2).

History

#1 - 03/14/2013 03:46 PM - Anonymous

- Status changed from New to Confirmed
- % Done changed from 0 to 10
- Version set to 0.18.4

The target position will always be the center of mass of the targeted ship, this is a known bug :)

#2 - 03/26/2013 09:41 AM - Anonymous

For more information, see <http://bugs.kerbalspaceprogram.com/issues/494>

#4 - 11/10/2015 12:41 AM - RexKramer

- Status changed from Confirmed to Resolved
- % Done changed from 10 to 100
- Platform Any added

Resolved 1.0.5.

#5 - 07/17/2016 09:17 AM - TriggerAu

- Status changed from Resolved to Closed

Files

SShot1.png	317 KB	03/11/2013	MBobrik
SShot2.png	318 KB	03/11/2013	MBobrik