

Kerbal Space Program - Bug #357

Some modules cannot be coupled to other modules in [0.18.4] while it was possible in earlier versions

03/12/2013 03:35 AM - Gemberkoekje

Status:	Closed	Start date:	03/12/2013
Severity:	High	% Done:	100%
Assignee:			
Category:	Parts		
Target version:			
Version:	0.25	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

Some modules, which were couple-able in earlier versions, are not couple-able now. I've also seen modules that are couple-able from one camera-angle, but not couple-able from another.

Specific case:

- Spaceplane Hangar
- Started out with a Spaceshuttle-type cockpit
- Added 2 MK3 fuselages
- Added 1 MK3-MK2 coupling
- Added 1 MK2-size 1 coupling (rotated twice so it matches)

When trying to add to this (standard, as far as I can tell) size 1 coupling, i can see the following:

- Basic or Turbo Jet Engines cannot be fit
- Toroidal Spike rocket engine can be fit
- Advanced SAS can be fit
- Liquid Fuel Engine cannot be fit
- FL-T200 Fuel Tank cannot be fit

As you can see, it's rather random. If these stuff isn't supposed to fit, please add some kind of marker (e.g. a red bubble instead of a green one). They do snap by the way, they just stay red as if something's in the way.

I am reasonably sure that the cause of this is the move to the new version of the engine, so maybe some positional or size data is calculated differently.

History

#1 - 03/12/2013 03:43 AM - Gemberkoekje

I've also seen this happen with Parachutes and Canards.

#2 - 03/12/2013 05:12 PM - Ted

If I'm understanding you correctly, this is known as the Radial Attachment bug and is currently on the list of things to fix. It's a fairly difficult one to fix however.

A temporary client-side fix can be found [here](#)

I will leave this bug Open at the moment, but do not take offence if it is Closed at a later date.

#3 - 03/12/2013 08:59 PM - triffid_hunter

I have also encountered this, a distinct and separate issue from the Radial Attachment bug since it occurs when attaching parts longitudinally rather than radially.

The workaround posted for the Radial Attachment bug generally helps however- find something that it will attach to, then pull it off and put it where you actually want it and generally it'll connect.

#4 - 03/17/2013 03:48 PM - dmarks

Ted wrote:

If I'm understanding you correctly, this is known as the Radial Attachment bug and is currently on the list of things to fix. It's a fairly difficult one to

fix however.

A temporary client-side fix can be found [here](#)

I will leave this bug Open at the moment, but do not take offence if it is Closed at a later date.

Ted: I, and at least one other Mac user, have been unable to work-around this bug using the fix you linked to on the Mac. It does work on the Windows edition.

#5 - 04/04/2013 05:32 PM - Oinker

.19.1.54 Windows 7 - Re: Radial attachment bug - work around fails

The work around won't work for me. I placed three radial de-couplers symmetrically on the upper of two liquid fuel tanks. After that I can't attach a booster to the de-couplers (they stay red). I then attached the solid booster to the lower engine as per the work around. After that, one of the boosters is green while it is over the de-coupler but you can't click to attach them. This is a show-stopping bug for me.

#6 - 04/22/2013 01:43 PM - dmarks

dmarks wrote:

Ted wrote:

If I'm understanding you correctly, this is known as the Radial Attachment bug and is currently on the list of things to fix. It's a fairly difficult one to fix however.

A temporary client-side fix can be found [here](#)

I will leave this bug Open at the moment, but do not take offence if it is Closed at a later date.

Ted: I, and at least one other Mac user, have been unable to work-around this bug using the fix you linked to on the Mac. It does work on the Windows edition.

On .19.1, I just confirmed this bug on the Mac version of KSP and that the published work-around fails if you try to use more than 1 radial attachment point in series. (You put two radial attachment points along the fuel tank, then try to stick a fuel tank to that.)

The work around begrudgingly works with a single radial attachment point. However, that isn't super useful since larger tanks are unstable with just a single attachment point.

#7 - 11/30/2014 01:22 PM - RexKramer

- Status changed from *New* to *Resolved*

- % Done changed from 0 to 100

- Version set to 0.25

- Platform Any added

Could not duplicate in 0.25, marking as resolved.

#8 - 07/17/2016 09:17 AM - TriggerAu

- Status changed from *Resolved* to *Closed*