Kerbal Space Program - Bug #4818

cargo bay placement

04/29/2015 07:41 PM - drazed

Status:	Closed		**Start date:**	04/29/2015
Severity:	Low		**% Done:**	100%
Assignee:				
Category:	Gameplay			
Target version:				
Version:	1.0		**Language:**	English (US)
Platform:	Any		**Mod Related:**	No
Expansion:				

Description

If you try to place a cargo bay AROUND an existing payload (as opposed to placing the cargo bay, then placing the payload INSIDE), the part-placement snaps to place (as if it's a proper spot for attachment) but mouse-click does not actually attach the part (just places it as an unused part).

Reproduce:

- open VAB
- select mk1 command pod as root part
- select mk2 cargo bay (CRG-04, that is the one I tested with anyhow)
- try to place the cargo-bay so it contains the POD, part snaps in place, but refuses to connect

If you try to place the cargo-bay BELOW or ABOVE the pod it works fine (snaps and attaches). If you place the cargo-bay first then place the pod inside it snaps and attaches fine.

This was definitely NOT an issue pre-1.0 (as I often built payloads first then placed the cargo bays around them).

As always, tested in arch linux 64bit (ksp64bit). But I think safe to assume this is an OS-independent issue.

Related issues:

Has duplicate Kerbal Space Program - Bug #4835: Unable to offset items attach...	**Closed**	**04/30/2015**

History

#1 - 07/27/2015 08:48 PM - Squelch

- Status changed from New to Confirmed

- % Done changed from 0 to 10

#5 - 07/27/2015 08:51 PM - Squelch

This has been forwarded to the developers.

#6 - 07/27/2015 09:01 PM - Squelch

- Has duplicate Bug #4835: Unable to offset items attached inside any cargo bay added

#7 - 07/17/2016 09:38 AM - TriggerAu

- Status changed from Confirmed to Needs Clarification

- % Done changed from 10 to 0

#8 - 08/09/2016 01:38 PM - TriggerAu

- Status changed from Needs Clarification to Closed

- % Done changed from 0 to 100

Closing this report out for now. If you find it is still occuring in the latest version of KSP please open a new report (and this one can be linked to it.) For best results, the wiki contains really useful info for when creating a report http://bugs.kerbalspaceprogram.com/projects/ksp/wiki.

You can also ask questions about the bug cleanup in the forum here:

http://forum.kerbalspaceprogram.com/index.php?/topic/143980-time-to-clean-up-the-bug-tracker/ and tag @TriggerAu to get my attention