Kerbal Space Program - Bug #5393

Going into IVA reorients the navball even if the crewed part is not a command module

09/10/2015 06:19 AM - TMS

Status:	Needs Clarification		**Start date:**	09/10/2015
Severity:	Normal		**% Done:**	0%
Assignee:				
Category:	Gameplay			
Target version:				
Version:	1.0.4		**Language:**	English (US)
Platform:	Any		**Mod Related:**	No
Expansion:				

Description

Originally identified by allmhuran. See: http://forum.kerbalspaceprogram.com/threads/132931

Easy to reproduce bug:

Create a craft in, say, the SPH, with a probe core oriented forward.

Add a crewable part that is not a command module (eg, the mk2 crew cabin) to the ship. Orient it in a different direction from the probe.

Add crew.

Launch.

If the ship is not currently being controlled by the probe, right click on the probe and set "control from here". If you're launching from the runway, the navball should now be oriented with the chevron facing east (down the runway).

Switch to IVA view.

Switch back out of IVA view.

The navball will now be oriented as if you are controlling the ship from the crew cabin, even though the crew cabin is not a command module.

History

#1 - 07/17/2016 09:39 AM - TriggerAu

- Status changed from New to Needs Clarification