Kerbal Space Program - Bug #718

Basic jet engine mesh clips into connected part

05/28/2013 09:36 AM - midgester222

Status:	Moot		**Start date:**	05/28/2013
Severity:	Low		**% Done:**	0%
Assignee:				
Category:	Parts			
Target version:				
Version:	0.20.1		**Language:**	English (US)
Platform:	Windows		**Mod Related:**	No
Expansion:				

Description

when the Basic jet engine is connected to a part the engines mesh will clip into the mesh of the other part.

this bug can easily be reproduced by placing a jet engine on an engine nacelle.

History

#1 - 05/28/2013 09:46 AM - midgester222

error on my part: im using 0.20 (not 0.20.1)

#2 - 07/27/2015 06:04 PM - Squelch

- Platform Win32 added

- Platform deleted (Windows)

#3 - 07/17/2016 09:33 AM - TriggerAu

- Status changed from New to Needs Clarification

#4 - 07/17/2016 07:55 PM - Claw

- Status changed from Needs Clarification to Moot

- % Done changed from 0 to 100

- Platform Windows added

- Platform deleted (Win32)

Model changed.

Files

screenshot0.png	1.25 MB	05/28/2013	midgester222