

## Kerbal Space Program - Feedback #10098

### Mk2 Rocket Fuel Fuselage & Mk2 Liquid Fuel Fuselage Graphical Orientation

07/09/2016 05:53 AM - alamovampire

<b>Status:</b>	Not a Bug		
<b>Severity:</b>	Low		
<b>Assignee:</b>			
<b>Category:</b>	Camera		
<b>Target version:</b>			
<b>Version:</b>	1.1.3	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

In the SPH using either the MK2 Liquid or Rocket Fuel fuselages the graphic that denotes the "top" of the tank, the portion with the little outline of a hatch of some sort, will allow rotation of 90 degrees, but the moment it passes 90 degrees, the texture snaps back to the original orientation. I do not think this is the part itself, but only the texture, as I myself did not see the part snapping back, only the graphic texture itself. I do not see this behavior inside the VAB.

#### Related issues:

Related to Kerbal Space Program - Bug #20423: Inconsistent Behaviour of Mk2 F...

**Confirmed**

**11/17/2018**

#### History

##### #1 - 07/09/2016 09:28 AM - Yakuzi

- Status changed from New to Confirmed

- % Done changed from 0 to 10

I can confirm this in stock KSP v1.1.3.1289(x64)on Windows. It happens with all Mk2 fuselages that have asymmetrical textures across the transverse plane (RO, LF, mono). It does **not** happen with Mk3 fuel fuselage equivalents AFAICT.

The textures appear to flip to the "top" of the part as soon as they are rotated past 90 degrees around the longitudinal or lateral axis:

sIRDFEA.gif

##### #2 - 07/11/2016 12:30 PM - sal\_vager

- Tracker changed from Bug to Feedback

- Status changed from Confirmed to Not a Bug

- % Done changed from 10 to 100

This is a feature.

##### #4 - 01/03/2019 11:54 AM - TriggerAu

- Related to Bug #20423: Inconsistent Behaviour of Mk2 Fuselage Textures added