

Kerbal Space Program - Bug #10200

Certain parts jump out of place when grabbed with the offset tool

07/27/2016 03:45 PM - Avera9eJoe

Status:	Duplicate	Start date:	07/27/2016
Severity:	High	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.1.3	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			
Description Many parts jump back a few in-game centimeters along the axis you grab them with the offset tool, making placement a very annoying task. This happens with a number of parts. 1. Place a root part. 2. Place a "stratus-V Cylindrified Monoprop Tank (Large radial Monoprop tank) on the root part. 3. Grab it with the offset widget and watch how it jumps back from it's original position.			
Related issues: Related to Kerbal Space Program - Bug #9707: Move Tool shift Tail Fin before ... <div>Closed05/08/2016</div>			

History

#1 - 07/28/2016 04:26 PM - sal_vager

- Status changed from New to Duplicate
- % Done changed from 0 to 100

Not new or high, sorry, but we are aware that it is a problem :)

See [#9707](#)

#2 - 07/28/2016 04:26 PM - sal_vager

- Related to Bug #9707: Move Tool shift Tail Fin before try to move added

#3 - 07/28/2016 08:00 PM - Avera9eJoe

sal_vager wrote:

Not new or high, sorry, but we are aware that it is a problem :)

See [#9707](#)

Many thanks! I didn't see it before posting. Sorry :(