

Kerbal Space Program - Bug #1155

Rocket rotated left by 90° from VAB to pad

07/29/2013 05:55 AM - BloodyRain2k

Status:	Closed	Start date:	07/29/2013
Severity:	Low	% Done:	100%
Assignee:	Mu		
Category:	Gameplay		
Target version:	0.23.5		
Version:	0.18.4	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

It's probably known to everyone playing that what you build in the VAB get's rotated by 90° to the left.

Since this 'bug' is now already so old and still not even mentioned here I'm thinking it might be intentional but I hope it's not because it makes no real sense:

When you build in the VAB you see the pad behind in the distance, and if you then think "I want these SRBs to drop left and right so they don't collide with my rocket while being decoupled in the gravity turn" you're up for a surprise because it'll put these then in the front and back due to the rotation.

Of course you can manually rotate the rocket, but if you then detach something to place it again it rotates back to the original rotation.

In the end it's just irritating so it'd be nice of the rocket would land on the pad as it stands in the VAB.

History

#1 - 07/08/2014 08:48 AM - Mu

- Status changed from New to Closed

- Assignee set to Mu

- Target version set to 0.23.5

- % Done changed from 0 to 100