

Kerbal Space Program - Bug #12976

RoveMax M1 wheel rotates in wrong point

10/12/2016 06:46 AM - Hikikomori

Status: Confirmed	Start date: 10/12/2016
Severity: Low	% Done: 10%
Assignee:	
Category: Parts	
Target version:	
Version: 1.2.0	Language: English (US)
Platform: Windows	Mod Related: No
Expansion:	

Description

RoveMax M1 wheel rotates with its mounting

History

#1 - 10/16/2016 05:16 PM - SamHall

- File *wheel.gif* added
- Status changed from New to Confirmed
- % Done changed from 0 to 10

Hikikomori wrote:

RoveMax M1 wheel rotates with its mounting

Yup. That part's supposed to swivel back and forth with the steering, not spin all the way round with the tire. Looks like they messed up the rig a little bit, got it parented to the wrong bone.

#2 - 04/27/2018 03:36 AM - SamHall

- File *wheelparts.png* added
- File *heirarchy.png* added
- File *summary.png* added

Noticed this still hasn't been fixed so I decided to have a closer look at the .mu file and see what I could figure out. I don't have access to your original Unity scene, so I can't be 100% sure this a complete solution, but it LOOKS like the problem is fixable by just moving a couple things around in the hierarchy. As it stands currently, "mesh" (the tire mesh) is a child of "wheel" (the spinny bit that's not supposed to be spinny), which is a child of "WheelPivot", which is a child of "SteeringPivot". The animation error can be fixed by reordering things so that "mesh" is instead a child of "WheelPivot", and "wheel" and "WheelPivot" are both children of "SteeringPivot". I'll attach a couple images to try and illustrate what I'm talking about.

Files

File Name	Size	Date	Author
Kerbal Space Program 10.12.2016 - 11.36.16.02.jpg	285 KB	10/12/2016	Hikikomori
wheel.gif	235 KB	10/16/2016	SamHall
wheelparts.png	220 KB	04/27/2018	SamHall
heirarchy.png	33.3 KB	04/27/2018	SamHall
summary.png	17.4 KB	04/27/2018	SamHall