

Kerbal Space Program - Bug #16070

Grabbing Unit causes incorrect Autostrut behavior

10/04/2017 08:10 AM - Million_Lights

Status:	Investigating	Start date:	10/04/2017
Severity:	Very Low	% Done:	20%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.3.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

Description:

Autostruts ignore new parts after using the Grabbing Unit twice.

Steps to recreate:

Load the savefile or craft file attached

Enable "Visualize Autostruts" (ALT+F12/Physics)

- grab the fueltank
- release the grabbing unit
- grab the fueltank again

Result:

The Autostruts ignore the newly attached vessel when the grabbing unit is used more than once.

History

#1 - 10/05/2017 03:03 PM - Squelch

- Project changed from KSP Pre-Release to Kerbal Space Program

- Category changed from Gameplay to Gameplay

- Status changed from New to Investigating

- Severity changed from High to Very Low

- % Done changed from 0 to 20

- Version changed from Build 01863 to 1.3.0

This happens in 1.3.0 so I have moved this issue to the main tracker. It is an interesting quirk, and we are looking at it, but it does not appear to be game breaking, so the priority has been reduced. Thanks for reporting.

Files

[BUG] grabbing unit _ autostrut.craft	50.9 KB	10/04/2017	Million_Lights
[BUG] Grabbing Unit causes inconsistent Autostrut behavior.sfs	87.7 KB	10/04/2017	Million_Lights
1 without the tank.png	1.2 MB	10/04/2017	Million_Lights
2 connected to the tank.png	1.18 MB	10/04/2017	Million_Lights
3 grabbing unit released.png	1.18 MB	10/04/2017	Million_Lights
4 connected with wrong autostruts.png	845 KB	10/04/2017	Million_Lights