

Kerbal Space Program - Bug #17297

Surface/node attachment gizmo missing in VAB/SPH

02/13/2018 03:43 AM - OONDERPANTZ

Status:	New	Start date:	02/13/2018
Severity:	Normal	% Done:	0%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	PS4 - Enhanced Edition 2018-01-16	Language:	English (US)
Platform:	PS4	Mod Related:	No
Expansion:			

Description

Makes precision placement of parts you want to attach via nodes (in say a cargo bay) difficult. Everything wants to try and attach via surface mode unless you place the part EXACTLY in the right place to snap to a node.