

Kerbal Space Program - Bug #18300

Spawnable Launchpad Orientation Off by 5 Degrees

03/31/2018 02:02 PM - klesh

Status:	Closed	Start date:	03/31/2018
Severity:	Low	% Done:	100%
Assignee:			
Category:	Controls and UI		
Target version:	1.4.3		
Version:	1.4.2	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Making History		

Description

It would appear that the spawnable launchpad included in Making History's mission builder is misaligned about it's Z-axis rotation.

Spawn a launchpad with the z-axis rotation set to 0 or 360, you would expect your launchpad to be oriented to the cardinal directions. The visual feedback from the editor supports this presumption:

OA0XIAp.png

The problem becomes when you launch that mission, you find out that the newly-spawned launchpad is not aligned to the cardinal directions (use the crawlerway edge as a 90 to measure against):

HNeSfru.jpg

Here you can see the spawnable launchpad with it's z-rotation offset by 5. Note how obviously crooked it looks in the mission builder:

QAC0Oep.jpg

This results in what looks like proper orientation to the cardinal directions when you actually get into the world:

S68zBPC.jpg

History

#2 - 04/03/2018 11:48 AM - JPLRepo

- Status changed from New to Being Worked On

- % Done changed from 0 to 30

#3 - 04/26/2018 11:31 PM - Squelch

- Status changed from Being Worked On to Ready to Test

- Target version set to 1.4.3

- % Done changed from 30 to 80

The mobile launch pad will now match the orientation in mission builder exactly.

#4 - 04/29/2018 01:29 PM - klesh

- Status changed from Ready to Test to Resolved

- % Done changed from 80 to 100

Squelch wrote:

The mobile launch pad will now match the orientation in mission builder exactly.

This indeed looks fixed to me! Thank you.

#5 - 10/15/2018 06:25 PM - joshua.collins

- Status changed from Resolved to Closed