

Kerbal Space Program - Bug #18356

autostrut ignoring IJointLockState joints

04/03/2018 09:30 PM - meirumeiru

Status:	New	Start date:	04/03/2018
Severity:	Low	% Done:	0%
Assignee:			
Category:	Parts		
Target version:			
Version:	1.4.2	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

See the picture. The problem is, that the part in the middle (Infernal Robotics Rotatron) is a part implementing IJointLockState and returning "true" when IsJointUnlocked is called and... well, this is not ignored, but in case when you are on the parent side of the joint, then you should only autostrut down to the parent of the joint (but not to the joint itself). If you are on the child side of the joint (connectedBody), then you can autostrut also to the joint.

But KSP does go down to the joint in both cases. And you cannot turn the autostrut off for landing legs (Bug [#15648](#)). That's wrong and movable joints are all locked when using autostruts.

History

#1 - 05/31/2018 01:24 PM - peteletroll

Probably related to [#18849](#)

Files

kspbug.png

418 KB

04/03/2018

meirumeiru