

Kerbal Space Program - Bug #18520

ModulePartVariants.NODES ignores PART.scale and PART.rescaleFactor

04/12/2018 02:44 PM - Electrocutor

Status:	New	Start date:	04/12/2018
Severity:	Low	% Done:	0%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.4.2	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game, Making History		

Description

ModulePartVariants.NODES assumes a PART.scale of 1.0 and PART.rescaleFactor of 1.0 even if this is not the case.

History

#1 - 07/08/2018 12:18 PM - TriggerAu

- Status changed from New to Being Worked On
- Assignee set to TriggerAu
- % Done changed from 0 to 30

#2 - 07/08/2018 12:19 PM - TriggerAu

- Status changed from Being Worked On to Updated
- Assignee deleted (TriggerAu)
- % Done changed from 30 to 10

Edited wrong bug :(

#3 - 07/08/2018 12:21 PM - TriggerAu

- Status changed from Updated to New
- % Done changed from 10 to 0