

Kerbal Space Program - Bug #18955

Sas target hold misalignment

05/16/2018 05:53 PM - PrvDancer85

Status:	Duplicate	Start date:	05/16/2018
Severity:	Low	% Done:	100%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	PS4 - Enhanced Edition 2018-02-22	Language:	English (US)
Platform:	PS4	Mod Related:	No
Expansion:	Core Game		

Description

If u have a dockingport wich doesnt facing through the com it wont align proper with the targeted dockingport. I will at a screenshot

Related issues:

Is duplicate of Kerbal Space Program - Bug #13832: SAS misalignment to target...

Ready to Test 02/16/2017

History

#1 - 05/16/2018 09:19 PM - jclovis3

- Status changed from New to Need More Info

Looks like you are referring to the bug described in Bug [#13832](#). If this is not the same, can you please describe how your symptoms are different?

#2 - 05/16/2018 11:37 PM - PrvDancer85

Yes seems like the same bug, the only difference i can See is the version and the Plattform. And that i would guess it has something to do with the com because it seems to me if a radial placed dockingport Direct above com wont have the misalignment and a dockingport placed at the Front attachent node of an mk3 cockpit will have even that it has placed via the node.

#3 - 07/29/2019 10:33 PM - chris.fulton

- Is duplicate of Bug #13832: SAS misalignment to target when controlling from radial docking port added

#4 - 07/29/2019 10:33 PM - chris.fulton

- Status changed from Need More Info to Duplicate

- % Done changed from 0 to 100

Files

PS_Messages_20180516_192433.jpg	906 KB	05/16/2018	PrvDancer85
---------------------------------	--------	------------	-------------