

Kerbal Space Program - Bug #20156

Landing struts LT-1 and LT-2 angle snap incorrectly for rotation in absolute mode

10/02/2018 12:45 PM - eboshi2525

Status:	Confirmed	Start date:	10/02/2018
Severity:	Low	% Done:	10%
Assignee:			
Category:	Parts		
Target version:			
Version:	1.4.5	Language:	English (US)
Platform:	Linux, Windows	Mod Related:	No
Expansion:	Core Game		

Description

Landing struts L-1 and LT-2 can not correctly adjust their position in Rotate : Absolute mode. There is a mismatch in mounting angle.

Expected:

When optimizing these parts, please correct this angular misalignment.

History

#1 - 01/12/2019 09:35 AM - Nebbie

- Subject changed from *For landing struts L -1 and LT-2, Rotate : Absolute mode does not function correctly in VAB. to Landing struts LT-1 and LT-2 angle snap incorrectly for rotation in absolute mode*

- Status changed from *New to Confirmed*

- % Done changed from *0 to 10*

- Platform *Linux added*

Confirmed in 1.6.1. Actually, with using the Mk0 Liquid Fuel Fuselage, the LT-1 landing legs wouldn't snap correctly in local mode either.

Files

2018-10-02 Ls.png

1.04 MB

10/02/2018

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