

Kerbal Space Program - Bug #20277

Engine plate autostruts connected parts

10/24/2018 12:39 PM - m_pink

Status:	New	Start date:	10/24/2018
Severity:	Low	% Done:	0%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.5.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Making History		

Description

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On loading all node attached parts to an Engineplate have autostrut set to ForceGrandparent (surface attached parts are fine). This appears to happen during quickload and VAB vessel load. Dosnt happen if the Engineplate is root part

Steps:

- 1) place 1st part (not engine plate)
- 2) attach an engine plate
- 3) node attach some random parts to engine plate
- 4) Save and then load the craft file.
- 5) Enable VisulizeAutostruts in the psychics menu and observe unexpected struts
- 6) Save vessel under a new name and compare in text editor to confirm it happens during loading and isnt a saving bug.

Very annoying as i cant even edit them out of the save files and just reload.