

Kerbal Space Program - Bug #20423

Inconsistent Behaviour of Mk2 Fuselage Textures

11/17/2018 03:21 PM - Yakuzi

Status:	Confirmed	Start date:	11/17/2018
Severity:	Low	% Done:	10%
Assignee:			
Category:	Parts		
Target version:			
Version:	1.5.1	Language:	English (US)
Platform:	Linux, OSX, Windows	Mod Related:	No
Expansion:	Core Game		

Description

In stock KSP v1.5.1.2335(x64), 1.6.1.2401(x64), v1.7.0.2483(x64), v1.8.0.2686(x64), 1.9.0.2781(x64) Mk2 fuselages (RO, LF, mono) that have asymmetrical textures across the transverse plane display buggy/inconsistent/unexpected behavior when rotating. This bug/design flaw only affects Mk2 parts that were "fixed" with the "real mirroring" attachment rules solution implemented in KSP v1.1.x and does not appear to affect the "unfixed" Mk2 parts, e.g. the crew cabin (as displayed in the first image), or Mk3 parts. There is no in-game workaround.

Steps for Reproduction: The textures appear to flip to the "top" of the part as soon as they are rotated past 90 degrees around the longitudinal or lateral axis in the VAB/SPH:

sIRDFEA.gif
UbEYdlQ.gif
baYrSan.png
oDEDUyT.png

Fix: Change the following lines in the Mk2 fuel tank .cfg files in the GameData/Squad/Parts/Mk2FuselageLong and Short:

- Remove line: mirrorRefAxis = 0, 0, -1
- Change node_attach line to: node_attach = 1.25, 0.0, 0.0, 0.0, 1.0, 0.0, 1

This will revert the attachment rules to pre KSP 1.1.x conditions. Since **it has been well over 1, 2, 3 years since this bug/design flaw was introduced**, please revert or introduce a new solution that will **finally fix this issue**. I look forward to seeing this solution implemented in the upcoming version 1.6, 1.7, 1.8, 1.9, lucky version 1.10?

Relevant forum post (the post addressing this issue predating this one appears to have been deleted from the forum, any idea why?):
<https://forum.kerbal-space-program.com/index.php?/topic/158005-mk2-tank-textures-rotating-incorrectly/>

Related issues:

Related to Kerbal Space Program - Feedback #10098: Mk2 Rocket Fuel Fuselage &...

Not a Bug

07/09/2016

History

#1 - 12/24/2018 09:25 PM - Nebbie

- Status changed from New to Confirmed

- % Done changed from 0 to 10

- Platform Linux added

Still happening in 1.6.

#3 - 01/03/2019 11:54 AM - TriggerAu

- Related to Feedback #10098: Mk2 Rocket Fuel Fuselage & Mk2 Liquid Fuel Fuselage Graphical Orientation added

#4 - 01/07/2019 05:12 AM - k-ohara5a5a@oco.net

I complained a bit, in the forum thread linked above, about the precise proposed fix to remove: mirrorRefAxis = 0, 0, -1 etc. because it makes the textures look symmetric, but the physics asymmetric.

The problem is that the textures are mirrored unnecessarily for in-line parts, and that the mirroring takes effect based on part-orientation rather than the role of a part in a mirrored pair.

Ideal behavior would be to have the texture-mirroring apply only the surface-attached parts, only in mirror symmetry, and to only one part in each mirror-symmetry-placed pair.

#5 - 04/12/2019 12:23 PM - Yakuzi

Still bugged in KSP 1.7.0.2483(X64)

#6 - 04/12/2019 01:41 PM - Yakuzi

- Description updated

#7 - 04/12/2019 01:43 PM - Yakuzi

- Description updated

#8 - 02/25/2020 07:46 PM - Yakuzi

Still bugged in KSP 1.9.0.2781 (x64).

Do I need to file a new bug report for 1.9, or is this actually going to be addressed before the heat death of the universe? Again, the fix is simple and very straight forward...

#9 - 02/25/2020 08:19 PM - Yakuzi

- Description updated

- Platform OSX added

#10 - 02/25/2020 09:04 PM - Yakuzi

- Description updated

#11 - 03/08/2020 04:42 AM - k-ohara5a5a@oco.net

I suggest making those 5 mk2 fuel tanks, the ones with different paint patterns on their tops than their bottoms, connect like the mk2-mk3 adapters that are also top/bottom asymmetric.

```
@PART[mk2Fuselage*] {  
  !mirrorRefAxis = delete  
  %node_attach = 0,0,0.75, 0,0,-1, 1  
}
```

Existing craft 'in flight' load fine,
but when you load them in the SPH the paint on those tanks for which the mirroring worked correctly will be wrong,
until you remove and re-attach those tanks.
The surface-attachment point are on the bottom of the tanks, and default orientation has the edges of the tanks pointing up and down, which gives them much less drag.