Kerbal Space Program - Bug #20930

Terrier collider does not change with variants

01/14/2019 12:30 AM - Anonymous

Status:	Confirmed	**Start date:**	01/14/2019
Severity:	Low	**% Done:**	10%
Assignee:			
Category:	Parts		
Target version:			
Version:	1.6.1	**Language:**	English (US)
Platform:	Linux, Windows	**Mod Related:**	No
Expansion:	Core Game		

Description

The new 'bare' variant of the Terrier looks like it fits a 0.625-meter mount, but that variant acts like it has a collider the same size as that of the torus-shaped thing at its top in the 'shroud' variant.

The Spark and other engines with variants from Making History seem to have colliders roughly matching their visible shape.

History

#1 - 01/24/2019 07:02 PM - Nebbie

- File screenshot1181.png added

- Platform Linux added

Yep.

#2 - 01/24/2019 07:02 PM - Nebbie

- Status changed from New to Confirmed

- % Done changed from 0 to 10

Files

invisibleCollider.jpg	70.1 KB	01/14/2019	Anonymous
screenshot1181.png	2.28 MB	01/24/2019	Nebbie