

Kerbal Space Program - Bug #21411

Docking ports not joining in docking & only able to undock node unable to just undock

02/28/2019 12:58 PM - Beano118

Status:	New	Start date:	02/28/2019
Severity:	Low	% Done:	0%
Assignee:			
Category:	Parts		
Target version:			
Version:	Xbox One - Enhanced Edition 2018-07-19	Language:	English (US)
Platform:	XBoxOne	Mod Related:	No
Expansion:	Core Game		

Description

When building my craft I noticed the Clamp O Tron Jr. will not lock to any green node in VAB or SPH although you can attach it to the ship it will not then let you dock with it. The larger Clamp O Tron Sr. Will attach to green nodes in VAB and SPH will still not let you dock with it in orbit etc. If you pre dock the ports in VAB or SPH they will attach but when you go to undock them the only option is to undock node or toggle cross feed no simple undock (what as far I am aware should be displayed) although undocking node will undock the ports again they will not redock with each other.