

# Kerbal Space Program - Bug #22073

## ModulePartVariants

05/02/2019 01:47 AM - wasml

<b>Status:</b>	Resolved	<b>Start date:</b>	05/02/2019
<b>Severity:</b>	Low	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Plugins/Add-Ons		
<b>Target version:</b>	1.9.0		
<b>Version:</b>	1.7.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

### Description

A variant node definition can set a new location and orientation for a node but the orientation is ignored. Example - if a node is declared as `node_stack_top = 0.0, 0.5, 0.0, 0, 1, 0, 0` in the main body and a variant moves/rotates it to `node_stack_top = 1.5, 0.0, 0.0, 1, 0, 0, 0` the node moves but the attach direction doesn't change (when the variant is selected)

### Related issues:

Related to Kerbal Space Program - Bug #22749: Variant attach node is ignored **Resolved** **06/02/2019**

### History

#### #1 - 06/02/2019 09:11 PM - wasml

- File `TestStackDir.cfg` added

Extra info to reproduce:

#### Steps to Replicate

- 1) Drop the attached file into GameData. This file is a test variant part that combines the FL-T100, 200, 400 and 800 tanks. The base variant 800 has a bottom stack node oriented at 45 degrees while the three variants have normal stack nodes.
- 2) Start the game, enter the VAB and add a 1x1 panel.
- 3) Select the new test variant – last tank in the fuel tank tab – Title “Variant Stack Test” and stack attach to the panel with the bottom node. The tank will attach at a 45 degree angle.
- 4) Select any/all of the non-base variants and surface attach to the panel. The tank attaches at the same 45 degree angle even though the variant specified a normal upright stack node.

#### Expected

The 800 variant tank attaches at an angle. The 400, 200 and 100 variants should attach normally in an upright position.

#### Observed

All tanks attach at an angle.

#### Other info

Running a new clean install of KSP version 1.7.1 from the downloaded file `ksp-win64-1.7.1.zip`

#### #2 - 11/04/2019 05:54 PM - victorr

- Related to Bug #22749: Variant attach node is ignored added

#### #4 - 02/15/2020 05:50 PM - victorr

- Status changed from New to Ready to Test

- Target version set to 1.9.0

- % Done changed from 0 to 80

We have made changes in this last release and would like your feedback please.

#### #5 - 02/19/2020 01:01 PM - wasml

Confirm that the node attach direction does change correctly. I did notice that while the position of a part attached to a moved node does move, the attach direction does not. For example if a part is attached to a node that attaches in the +Y direction and then a variant is chosen with that node at a 45 degree angle - the part will move with the node but remain in a +Y direction. A simple workaround is to simply remove and reattach the part. Thanks for fixing this.

#6 - 08/10/2020 03:16 PM - victorr

- Status changed from Ready to Test to Resolved

- % Done changed from 80 to 100

## Files

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TestStackDir.cfg	2.63 KB	06/02/2019	wasml
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