Kerbal Space Program - Bug #22300

Clipping when warping with unlocked claw gimbal

05/16/2019 05:38 AM - ancassid

Status:	Confirmed		**Start date:**	05/16/2019
Severity:	Low		**% Done:**	10%
Assignee:	victorr			
Category:	Parts			
Target version:				
Version:	1.7.1		**Language:**	English (US)
Platform:	Linux, OSX, Windows		**Mod Related:**	No
Expansion:	Core Game			

Description

When warping with an unlocked claw gimbal, the gimbal will not limit to the normal 30° angle once returning to 1x speed, allowing the ship to clip into what its grappled to.

reproduction steps:

- grapple to target
- unlock the claw rotation
- rotate the ship to hit the 30° limit (may not be necessary?)
    - start time warp
    - stop time warp
    - unlock claw rotation again
    - vehicle is now able to clip into itself

History

#1 - 05/17/2019 07:15 PM - ancassid

After some more testing, it appears this happens any time loading the vessel as well. revised reproduction steps:

- grapple to target
- unlock the claw rotation
- rotate the claw by any amount
- either warp, or go to the space center, or quit the game after saving
- stop warp or reload the vessel
- unlock claw rotation again
- claw can now gimbal 360° and clip into itself

#2 - 06/09/2019 05:42 AM - ancassid

- Version changed from 1.7.0 to 1.7.1

#3 - 11/04/2019 08:49 PM - victorr

- Status changed from New to Confirmed

- Assignee set to victorr

- % Done changed from 0 to 10

Files

Screen Shot 2019-05-15 at 10.30.01 PM.png	700 KB	05/16/2019	ancassid