

Kerbal Space Program - Bug #22749

Variante attach node is ignored

06/02/2019 09:02 PM - wasml

Status:	Resolved	Start date:	06/02/2019
Severity:	Low	% Done:	100%
Assignee:	victorr		
Category:	Parts		
Target version:	1.9.0		
Version:	1.7.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

When using ModulePartVariants to switch among multiple meshes/nodes the attach nodes don't switch.

Steps to Replicate

- 1) Drop the attached cfg 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 the normal side surface attach node while the other three variants change the node_attach to be on the bottom of the tank.
- 2) Start the game, enter the VAB and add a 2x2 panel.
- 3) Select the new test variant – last tank in the fuel tank tab – Title “Variant Attach Test” and surface attach to the panel. The tank will surface attach as expected to the side of the tank.
- 4) Select any/all of the non-base variants and surface attach to the panel. The tank surface attaches to the side of the tank even though the node_attach is the end of the tank.

Expected

The 800 variant tank surface attaches on the side as is standard for tanks. The 400, 200 and 100 variants should surface attach on the same end as the bottom node, not on the side of the tank.

Observed

The surface attach behavior of all variants is the same – attaching the same as the base variant.

Other info

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

Related issues:

Related to Kerbal Space Program - Bug #22073: ModulePartVariants

Resolved

05/02/2019

History

#1 - 11/04/2019 05:52 PM - victorr

- Assignee set to victorr

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

- Related to Bug #22073: ModulePartVariants added

#4 - 02/15/2020 05:48 PM - victorr

- Status changed from New to Ready to Test

- Target version set to 1.9.0

- % Done changed from 0 to 80

#5 - 02/15/2020 05:48 PM - victorr

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

#6 - 02/19/2020 12:51 PM - wasml

A quick test with the parts that brought this to my attention are working correctly in 1.9.0 - thank you for fixing this

#7 - 08/10/2020 03:15 PM - victorr

- Status changed from Ready to Test to Resolved

- % Done changed from 80 to 100

Files

TestAttach.cfg

2.81 KB

06/02/2019

wasml