

Kerbal Space Program - Bug #22751

Strange docking behaviour with robotic parts

06/02/2019 11:20 PM - JosephCouvillion

Status:	Duplicate	Start date:	06/02/2019
Severity:	Low	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.7.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground		

Description

Load the test craft, put it in orbit.

The goal is to attach the L shape piece to the arm and then have the ship let go of it. This first step in Canadarm like behavior, of moving modules around.

When you move the arm down toward the craft and it docks to the L you then be able to pull on it and distort all the connectors.

Return the arm to the unstressed position.

Release the docking port on the ship.

Watch the L fly off into space as apparently both docking ports let go.

History

#1 - 06/12/2019 08:03 PM - just_jim

- Status changed from *New* to *Confirmed*

- % Done changed from 0 to 10

#3 - 06/26/2019 03:05 PM - just_jim

- Status changed from *Confirmed* to *Duplicate*

- % Done changed from 10 to 100

Files

robot-docking.craft	28.2 KB	06/02/2019	JosephCouvillion
output_log.txt	1.01 MB	06/02/2019	JosephCouvillion
KSP.log	477 KB	06/02/2019	JosephCouvillion
screenshot1.png	1.04 MB	06/02/2019	JosephCouvillion