

Kerbal Space Program - Bug #2378

Graphical glitch with multiple claws

04/10/2014 12:49 AM - Kerano

Status: Closed	Start date: 04/10/2014
Severity: Low	% Done: 100%
Assignee:	
Category: Camera	
Target version:	
Version: 0.23.5	Language: English (US)
Platform: Any	Mod Related: No
Expansion:	
Description	
Version: 0.23.5.464 (clean install, no mods)	
When clawing multiple objects together, some claws become visually separated from the objects they're attached to (even though they remain physically attached). In addition, some claws become inverted or display at 90 degree angles.	
Screenshots of visual separation + weird claw orientation:	
https://dl.dropboxusercontent.com/u/87213001/KSP/Claw%20visual%20bug/screenshot719.jpg	
https://dl.dropboxusercontent.com/u/87213001/KSP/Claw%20visual%20bug/screenshot720.jpg	
Savegame file where the glitch is reproducible (switch to craft "Hairy Harry" from space centre, then rotate the camera):	
https://dl.dropboxusercontent.com/u/87213001/KSP/Claw%20visual%20bug/Save%201/persistent.sfs	
Related issues:	
Related to Kerbal Space Program - Bug #2321: Claw part inverts when used to a...	Not Fixed 04/02/2014

History

#1 - 07/17/2016 09:25 AM - TriggerAu

- Status changed from New to Needs Clarification

#2 - 08/09/2016 10:39 AM - TriggerAu

- Status changed from Needs Clarification to Closed

- % Done changed from 0 to 100

Closing this report out for now. If you find it is still occurring in the latest version of KSP please open a new report (and this one can be linked to it.) For best results, the wiki contains really useful info for when creating a report <http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>.

You can also ask questions about the bug cleanup in the forum here:

<http://forum.kerbalspaceprogram.com/index.php?/topic/143980-time-to-clean-up-the-bug-tracker/> and tag @TriggerAu to get my attention