

Kerbal Space Program - Bug #23908

Visual model of all "Counterclockwise" propellor blades is flipped around backwards.

10/16/2019 11:34 PM - SamHall

Status:	Updated	Start date:	10/16/2019
Severity:	Low	% Done:	10%
Assignee:			
Category:	Parts		
Target version:			
Version:	1.8.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground		

Description

Problem description:

What it says in the subject line. The visual model of the "counterclockwise" variant of every propeller or helicopter blade has been rotated 180 degrees around its long axis.

Steps to reproduce:

Load up any twin-engined prop plane or helicopter craft you made in 1.7.3. Presumably you'll have put one "clockwise" and one "counterclockwise" motor on it, because torque. In 1.8.0 the propeller on the "counterclockwise" motor is displayed flipped around backwards for no reason. It still works normally, it just looks stupid. See attached pics of the same craft file loaded in 1.7.3 and in 1.8.0.

Suggested fix:

Whatever you did, don't.

History

#1 - 06/02/2020 03:32 PM - Robert.Keech

- Status changed from New to Updated

- % Done changed from 0 to 10

I've checked this in the latest 1.9 version 1.9.2788 and can not see this occurring anymore. Could you please check this in the latest build and confirm that this is the case?
Thanks

Files

screenshot1.png	817 KB	10/16/2019	SamHall
screenshot2.png	815 KB	10/16/2019	SamHall