

Kerbal Space Program - Bug #24396

Move gizmo snaps radially attached part into parent

11/17/2019 12:03 AM - Kirk

Status:	New	Start date:	11/17/2019
Severity:	Low	% Done:	0%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.8.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game		
Description			
Often when I try to use the move gizmo to move a radially attached part, it will snap a distance into the parent. This can be repeated to a certain limit, which is deep, deep within the parent.			
See the attached GIF for a clear demonstration.			

History

#1 - 11/17/2019 12:06 AM - Kirk

Looks like the GIF preview doesn't work very well, so click it to see the full image.

#2 - 11/18/2019 04:38 AM - dok_377

That's why I developed a habit of holding shift every time I move a part. Even if it's well within the gizmo limit.

Files

move.gif	1.55 MB	11/17/2019	Kirk
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