Kerbal Space Program - Bug #24955

Robotic Parts propagate rescaleFactor to children in VAB/SPH

03/03/2020 02:39 AM - pehvbot

Status:	New		**Start date:**	03/03/2020
Severity:	Low		**% Done:**	0%
Assignee:				
Category:	Plugins/Add-Ons			
Target version:				
Version:	1.9.0		**Language:**	English (US)
Platform:	OSX		**Mod Related:**	No
Expansion:	Breaking Ground			

Description

This appears to be a problem only when building vehicles when using rescaleFactor. It happens when you build something using a part with any of the ModuleRobotic modules and mount that part radially AND the symmetry count is changed.

The rescaleFactor applied to that part is propagated to any attached children. For example I am using a RealSolarSystem mod to rescale parts to 'real' size of 1.6 normal. Child parts attached to a radially mounted robotic part will get it's own rescaleFactor of 1.6 as well as the robotic part's rescale factor of 1.6 so daughter parts get an affective rescale of 3.2 However, once launched, this rescale propagation is not applied. Helpful pictures linked. It was in all versions I could test. I don't currently have a 1.9.1 to test on.

Files

breaking_ground.png	1.53 MB	03/03/2020	pehvbot