Kerbal Space Program - Bug #25854

orgPos and orgRot of parts attached to robotic parts are recomputed from transform position

07/28/2020 08:00 AM - peteletroll

Status:	New	**Start date:**	07/28/2020
Severity:	Low	**% Done:**	0%
Assignee:			
Category:	Robotics		
Target version:			
Version:	1.10.0	**Language:**	English (US)
Platform:	Linux	**Mod Related:**	No
Expansion:	Breaking Ground		

Description

On every save/load cycle, the parts of a craft that have a robotic part as ancestor get their pristine position (orgPos and orgRot) updated from the part transform position, so the craft changes its shape permanently, especially on places with high gravity.
To reproduce, make a craft with robotic parts and put it on Eve, then F5/F9 a few times and check the craft shape.

History

#1 - 07/30/2020 07:44 AM - peteletroll

- File 156 Eve Plane Fix.craft added

I added a craft file: if you put it on Eve, the back rotor will move down a little at every F5/F9.

#2 - 07/30/2020 12:55 PM - Anth12

Related to the following:
#25841
#22928

I reported this bug a few days ago myself as #25841, but I have no idea if this is orgPos or orgRo.
I just know its happening.

#3 - 03/29/2021 06:56 PM - Anth12

are you sure that orgPos and orgRot are supposed to be their pristine position or are actually the Position and Rotation away from the origin point?

#4 - 10/24/2021 02:03 PM - jukkamuhonen@hotmail.com

This have to be fixed. Long term bases and vessels on planets 2 year away and they starts falling apart, makes those bases useless if you want to design them big. Same goes for docking ports.

Files

156 Eve Plane Fix.craft	161 KB	07/30/2020	peteletroll