

## Kerbal Space Program - Bug #25917

### IVA overlay don't follow the model of the spacecraft when you use a Klaw in "free pivot"

08/06/2020 02:03 PM - Well

<b>Status:</b>	New	<b>Start date:</b>	08/06/2020
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Bug Tracker		
<b>Target version:</b>			
<b>Version:</b>	1.10.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

#### Description

I've noticed the IVA overlay don't follow the model of the spacecraft when we use a Klaw to a vehicle already in orbit. The Klaw of the vehicle already in orbit before don't even "show" visually the free pivot on the model.

The save is those 2 vehicle in orbit, active/desactive overlay and Lock/unlock free pivot to reproduce the bug.

7w2i6FW.jpg  
(sorry for my bad english)

#### History

##### #1 - 08/06/2020 02:29 PM - Well

To reproduce:

- put a spacecraft in orbit
- Return to spacecenter
- Create a new spacecraft with a Klaw, send it to orbit and Klaw it to the first spacecraft already in orbit.
- Activate overlay ( generally just one spacecraft have an IVA )
- Quicksave and reload
- Activate the Overlay and set the Klaw to free mode, move the spacecraft. The IVA don't follow the mesh.

Just reproduced this bug also in 1.9.1

#### Files

IVA overlay Bug.sfs	305 KB	08/06/2020	Well
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