

Kerbal Space Program - Bug #26028

LY-01 rotates backwards when flipping craft, makes it unable to takeoff

09/02/2020 07:28 AM - Talib

Status:	New	Start date:	09/02/2020
Severity:	Low	% Done:	0%
Assignee:			
Category:	Wheels		
Target version:			
Version:	1.10.1	Language:	Deutsch (German), English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

I've created a small plane with two LY-01 as the backward landing gear. Blunt end in front as its supposed to be, everything is fine. The other way around it would slow down the aircraft so much no takeoff possible.

Everything ok until I rotate the whole craft. Then LY-01 decides to change orientation not aligned with the craft.

I tried to mount my craft vertically at a rocket for eve and there it freaked me out.

<https://prnt.sc/ua2sxi>

<https://prnt.sc/ua2u5x>

<https://prnt.sc/ua2uty>

Files

Eve Flieger 6_3c.loadmeta	1.42 KB	09/02/2020	Talib
Eve Flieger 6_3c.craft	107 KB	09/02/2020	Talib
bug no bug.PNG	663 KB	09/02/2020	Talib
bug rotate1.PNG	830 KB	09/02/2020	Talib
bug rotate2.PNG	570 KB	09/02/2020	Talib