

Kerbal Space Program - Bug #26851

EVA welding animation does not always play when attaching parts

12/17/2020 08:24 PM - realkerbal3x

Status:	Confirmed	Start date:	12/17/2020
Severity:	Low	% Done:	10%
Assignee:			
Category:	Visual FX		
Target version:			
Version:	1.11.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

Sometimes the EVA construction laser welding animation does not play, even when the Kerbal has a direct line of site to the place of attachment. This is a very minor bug and does not affect gameplay, but I decided to put it here so it's more visible.

History

#2 - 12/17/2020 08:32 PM - RafaHdz

- Status changed from New to Confirmed

- % Done changed from 0 to 10

#3 - 12/22/2020 02:28 PM - Rakete

can confirm.

#4 - 03/26/2021 06:50 PM - jean.pannetier@gmail.com

Idem here, I have never seen this animation :(, even with a stock game