

Kerbal Space Program - Bug #26856

docking ports cannot be decoupled by actions keys or KAL controller after docking

12/17/2020 10:27 PM - DoesDoodles

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

Description

What happens:

After docking two craft together, hotkeys or KAL controllers bound to the docking ports' "decouple node" function will not separate the docking ports.

how to reproduce:

dock two vessels together.

Press the hotkey that is bound to "decouple node" (hotkey 1 in example craft file) to separate the docking ports again.

Play the sequence on either of the KAL controllers, which are set up to decouple the docking ports.

The docking ports should remain docked.

History

#1 - 12/28/2020 08:25 PM - Anth12

- Status changed from New to Confirmed

- % Done changed from 0 to 10

related to [#26887](#) or [#26887](#) is related to this ;)

Files

Docking port bug v1-11.craft

75.9 KB

12/17/2020

DoesDoodles