

Kerbal Space Program - Feedback #26903

Launch Clamps place ships too high off ground

12/21/2020 04:43 AM - wisdomsavingthrow

Status:	New		
Severity:	Low		
Assignee:			
Category:	Staging		
Target version:			
Version:	1.11.0		
Platform:	Windows		
Expansion:	Core Game	Language:	English (US)
		Mod Related:	No
Description			
Title says it all - on certain craft, specifically wider ones, adding Launch Clamps places them super high above the pad, and kinda makes it look weird and unrealistic. If I could suggest something, maybe give us the ability to toggle the maximum offset from the pad, in case we want to place something lower down instead of having it hang in the air?			

History

#1 - 12/29/2020 12:45 PM - kewyn.ryan@gmail.com

- File 20201229092625_1.jpg added
- File 20201229092701_1.jpg added
- File 20201229092941_1.jpg added
- File 20201229093005_1.jpg added
- File 20201229094314_1.jpg added
- File 20201229094401_1.jpg added

wisdomsavingthrow wrote:

Title says it all - on certain craft, specifically wider ones, adding Launch Clamps places them super high above the pad, and kinda makes it look weird and unrealistic. If I could suggest something, maybe give us the ability to toggle the maximum offset from the pad, in case we want to place something lower down instead of having it hang in the air?

I don't know if you are aware, but you can determine the height of the LSE. The Height of the LSE depends on the height you left the rocket on VAB before the launch. Hope it helps solve your problem.

Files

screenshot15.png	1.86 MB	12/21/2020	wisdomsavingthrow
20201229092701_1.jpg	101 KB	12/29/2020	kewyn.ryan@gmail.com
20201229092625_1.jpg	259 KB	12/29/2020	kewyn.ryan@gmail.com
20201229092941_1.jpg	217 KB	12/29/2020	kewyn.ryan@gmail.com
20201229093005_1.jpg	127 KB	12/29/2020	kewyn.ryan@gmail.com
20201229094401_1.jpg	123 KB	12/29/2020	kewyn.ryan@gmail.com
20201229094314_1.jpg	239 KB	12/29/2020	kewyn.ryan@gmail.com