

Kerbal Space Program - Bug #26934

'EVA Construction' flips landed crafts on loading F9/savegame in certain situations

12/27/2020 03:16 AM - Anth12

Status:	New	Start date:	12/27/2020
Severity:	Low	% Done:	0%
Assignee:			
Category:	Physics		
Target version:			
Version:	1.11.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

GOG KSP 1.11.0 (No Mods/No DLCS)

If Dropping docking ports and probecores into the ground, then picking them up and attaching to a craft will cause the part to seemingly magnetize to the ground attempting to take the entire craft with it

Video Evidence Below:

https://youtu.be/igFEF2II_wg

Doesnt need to be node attached to do it.

Doesnt appear to do it if its already orientated up and down to the ground