

Kerbal Space Program - Bug #26936

EVA construction on surface vessels makes them fall when you click on a supporting part (leg, wheel, etc)

12/27/2020 06:12 AM - Dunbaratu

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

Description

In the clip below from when I was playing on Twitch, clicking a landing leg of the lander while in EVA construction mode immediately made the lander fall over. This is because it assumes when you use rotate tool or move tool on a part, that you are **removing** the part from the vessel, so it acts like the landing leg is no longer there, causing it to tip over the instant you click the part. I have had the same issue with trying to straighten the rover wheels on the new "repair rover" contracts - because the wheel is temporarily "not there", it makes the rover fall over while you're trying to adjust the part so it moves and tumbles down a hill.

(There is also a clickthrough bug on the inventory window that caused the click on the landing leg in the first place in the clip here, but that's a separate issue I made a moment ago. THIS issue is about how any click on a supporting part resting on the ground makes the vessel fall over because it treats Move and Rotate as if they were removing the part, making repairing rover contracts a real pain.)

Please forgive the yell in the video clip - this happened while I was playing live and I didn't understand what was happening until I thought it through later and made this bug report.

History

#1 - 12/27/2020 06:17 AM - Dunbaratu

- File *screenshot10.png* added

Additional screenshot attached - this is what the lander looks like after the landing leg is "not there" but still actually attached - notice the landing leg clipping right through the ground like it's not there.

#2 - 12/27/2020 08:17 AM - Dunbaratu

- Subject changed from *EVA construction on surface vessels makes them fall when you touch a supporting part (leg, wheel, etc)* to *EVA construction on surface vessels makes them fall when you click on a supporting part (leg, wheel, etc)*

Files

KSP_construction_fallover_clickthrough.mp4	9.54 MB	12/27/2020	Dunbaratu
screenshot10.png	1.97 MB	12/27/2020	Dunbaratu