Kerbal Space Program - Bug #27395

Craft Priorities is causing connections between parts (Robotic and Normal) that are under force to permanently twist on Docking/Undocking

03/13/2021 02:45 AM - Anth12

Status:	New		**Start date:**	03/13/2021
Severity:	Low		**% Done:**	0%
Assignee:				
Category:	Docking			
Target version:				
Version:	1.11.1		**Language:**	English (US)
Platform:	Windows		**Mod Related:**	No
Expansion:	Breaking Ground, Core Game, Making History			

Description

KSP 1.11.1 DLCs only

This has something to do with Craft Priorities as I am able to change which craft permanently twists.

Video Proof:
https://www.youtube.com/watch?v=Lrf2uMhJrPU

Look at the right craft in the video at the end. Its distorted/twisted (Look to 'After Undocking.png')

To Reproduce:
1. Load 'Distorting Save Test.sfs'
2. Stage (SpaceBar)
3. Wait for Kal Controllers to enable same vessel interaction to simulate force and undock crafts and then turn off same vessel interaction.
4. Parts are now permanently twisted.

Swapping the craft priorities either by changing the craft type of each, or change the naming priorities will cause the other craft to permanently twist instead.
(Needs to be undocked and redocked first)

I am hoping that the information from this bug report might be able to fix the robotic drifting issue which happens on loading a scene as well, though I have no idea if they are similar even if the results are similar.

Files

After Undocking.png	3.34 MB	03/13/2021	Anth12
Distorting Save Test.sfs	218 KB	03/13/2021	Anth12