

Kerbal Space Program - Bug #28066

Back node of docking port disappears

06/26/2021 07:06 AM - BaconLauncher

Status:	New	Start date:	06/26/2021
Severity:	Low	% Done:	0%
Assignee:			
Category:	Editor		
Target version:			
Version:	1.12.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

Radially attached docking port with front node towards root loses its back node when loaded into SPH.

To reproduce:

1. Make the craft in 1, pod is root.
2. Detach the second tank, use the re-root tool to root the docking port, attach to the first tank as shown in 2.
3. Save and reload - the craft will look like 3 instead of 2.

If instead you launch the craft, or launch a saved craft by clicking on the runway it will be fine. If you go back to the SPH, or revert to the SPH it will be broken like in 3. If you save it while broken it will stay broken.

The problem appears to be that the back node of the docking port disappears, as illustrated in 4 and 5.

History

#1 - 06/26/2021 07:35 AM - BaconLauncher

The same problem can be reproduced using BZ-52 Radial Attachment points (using 2 of them) or when you use two docking ports. It appears to be more of a radial issue with the editor instead of exclusively docking ports

#2 - 06/26/2021 01:17 PM - Anth12

- File 1.8.1 Working.png added

- File 1.9.1 Not Working.png added

KSP 1.8.1 + BG + MH

KSP 1.9.1 + BG + MH

KSP 1.12.0 + BG + MH

Problem started in 1.9

But this isn't about the back node disappearing. Its about the wrong displacement of the parts right?

#3 - 06/26/2021 11:47 PM - BaconLauncher

Perhaps what is happening is that on editor load the back node is being given the location and direction of the front node. The second tank then attaches correctly according to that wrong position. The tank in the wrong position is the most obvious problem, but the docking port itself as a part is also broken (has no usable back port), and the problem possibly originates from there.

The one difficulty I have with that explanation is that the tank is also centered on the node after loading, where as before it was offset. That information appears to also have been lost.

Files

1.png	932 KB	06/26/2021	BaconLauncher
2.png	1010 KB	06/26/2021	BaconLauncher
4.png	582 KB	06/26/2021	BaconLauncher
3.png	933 KB	06/26/2021	BaconLauncher
5.png	706 KB	06/26/2021	BaconLauncher
1.8.1 Working.png	1.26 MB	06/26/2021	Anth12

