

Kerbal Space Program - Bug #28159

Docking crafts on the ground can be displaced/twisted permanently

07/02/2021 02:02 AM - Anth12

Status:	New	Start date:	07/02/2021
Severity:	Low	% Done:	0%
Assignee:			
Category:	Docking		
Target version:			
Version:	1.12.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

KSP 1.12.1 + BG + MH

When two crafts dock into each other on the ground and the docking port is slightly off angle it can permanently twist/bend parts within the craft.

Reason is that the craft appears to be pancaked onto the terrain in someway.

Before Docking.png shows what the side and rear look like before docking

After Docking.png shows what the side and rear look like after docking

Before Docking Rear.png and **After Docking Rear.png** show how severe it is

Warp Dock Angle Bug.sfs is from the pictures, just move the truck into the other truck

Additional Information:

The twisting/displacement was happening in 1.11.2 but it was recoverable to some degree by using timewarp or reloading the scene.

Now because of the new rotating docking ports orgPos and orgRot of all parts are being updated to stressed positions when they should never change in this way.

Therefore a craft once it does this, is now permanently in the warped position even if the docking port is removed.

History

#1 - 07/02/2021 05:23 AM - Anth12

Most likely related to [#28160](#)

I believe the displaced/twisted parts is actually because the craft ended up in the terrain, then KSP forced the submerged parts up above the ground instead of moving the entire craft.

Files

Before Docking.png	1.81 MB	07/02/2021	Anth12
After Docking.png	1.8 MB	07/02/2021	Anth12
Before Docking Rear.png	1.53 MB	07/02/2021	Anth12
After Docking Rear.png	1.64 MB	07/02/2021	Anth12
Warp Dock Angle Bug.sfs	1.07 MB	07/02/2021	Anth12