

## Kerbal Space Program - Bug #28256

### Undocked Radially Attached Docking Ports are Blocking Heaviest Autostruts

07/11/2021 11:27 AM - Anth12

<b>Status:</b>	Confirmed	<b>Start date:</b>	07/11/2021
<b>Severity:</b>	Low	<b>% Done:</b>	10%
<b>Assignee:</b>	just_jim		
<b>Category:</b>	Autostruts		
<b>Target version:</b>			
<b>Version:</b>	1.12.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

#### Description

KSP 1.12.1 + BG + MH

**No Radial DP.png** as what it should be  
**RadialDPHeaviestPartBug No DP.craft** For Testing

**Radial DP Blocking.png** showing the radially attached docking port blocking.  
**RadialDPHeaviestPartBug.craft** For Testing

#### History

##### #1 - 07/12/2021 07:08 AM - Anth12

- File 1.11.2 Editor.png added
- File 1.12.1 Editor.png added
- File 1112 Compatible DDP Test QS.sfs added
- File 1112 Double DP Block.craft added

KSP 1.11.2 + BG + MH  
KSP 1.12.1 + BG + MH

#### Additional Information:

Docking Ports will even block their own ability to get to the heaviest part which is the purpose for the video link below.

- 1.11.2 Editor.png** shows what it should look like
- 1.12.1 Editor.png** shows what it is looking like with the new docking ports

Video Evidence (22 seconds):

Note I will move the docking ports (with eva construction) down the craft to show changes in heaviest autostrut which shouldn't be happening  
<https://youtu.be/jE4bYCeWSZA>

**1112 Compatible DDP Test QS.sfs** This is a quick save from the video  
**1112 Double DP Block.craft** is the craft file

Both are compatible with 1.11.2 for comparison

##### #2 - 07/12/2021 10:58 AM - dok\_377

So they work exactly like robotics. I used strategically placed unlocked robotics in previous versions of the game for this exact reason: blocking autostruts from passing to or through certain parts. Seems more and more that they share at least some code with robotic parts.

##### #3 - 07/13/2021 12:57 AM - Anth12

Added [#28267](#) dok\_377

That's three different bug reports that show that the new docking ports are using robotic code.

##### #4 - 07/14/2021 11:33 PM - just\_jim

- Status changed from New to Confirmed
- Assignee set to just\_jim

- % Done changed from 0 to 10

I'm seeing the same issue... nice catch

**#6 - 07/17/2021 05:08 AM - Anth12**

Days of testing a craft called "Nuclear Cupola" from [#28196](#) and [#28233](#) brought me to figuring this one out

That craft has a lot of issues

**Files**

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No Radial DP.png	2.8 MB	07/11/2021	Anth12
Radial DP Blocking.png	2.64 MB	07/11/2021	Anth12
RadialDPHeaviestPartBug No DP.craft	44.6 KB	07/11/2021	Anth12
RadialDPHeaviestPartBug.craft	50.8 KB	07/11/2021	Anth12
1.11.2 Editor.png	2.48 MB	07/12/2021	Anth12
1.12.1 Editor.png	2.66 MB	07/12/2021	Anth12
1112 Compatible DDP Test QS.sfs	92.4 KB	07/12/2021	Anth12
1112 Double DP Block.craft	15.8 KB	07/12/2021	Anth12