

Kerbal Space Program - Feedback #28270

If the new rotational docking port's drift cant be fixed can we have a variant for the old ones?

07/13/2021 12:15 PM - Anth12

Status:	New		
Severity:	Low		
Assignee:			
Category:	Docking		
Target version:			
Version:	1.12.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game		

Description

All my testing for the new rotational docking ports point to them having drift very similar to robotic drift.

If this cant be fixed, can we have add a variant for docking ports, one that uses the old code and one for the new rotational ones?