

## Kerbal Space Program - Bug #28358

### Same vessel grapples have hook reversed.

07/25/2021 09:46 PM - shelshok

<b>Status:</b>	New	<b>Start date:</b>	07/25/2021
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Docking		
<b>Target version:</b>			
<b>Version:</b>	1.11.2	<b>Language:</b>	English (US)
<b>Platform:</b>	OSX	<b>Mod Related:</b>	No
<b>Expansion:</b>	Breaking Ground, Core Game, Making History		

#### Description

While trying to make a ship with two arms and grabbers on each, I noticed that the second grabber flips 180° when attached. After some testing, it seems the issue is that it happens with all same-vessel grappling.

When reloading the save, they are rotated 90° from where they should be rather than 0° or the 180° that happened originally.

Tested with 1.11.2 and 1.12.1.

<https://imgur.com/a/1FQPhj9>

<https://imgur.com/a/lbn6l32>

#### History

#1 - 07/25/2021 09:50 PM - shelshok

- File *flip.gif* added

#2 - 07/25/2021 09:53 PM - shelshok

<https://forum.kerbalspaceprogram.com/index.php?/topic/204001-two-grabbers-one-flipping/>

#### Files

File Name	Size	Date	Author
Grabber Test.craft	39.7 KB	07/25/2021	shelshok
persistent.sfs	95.6 KB	07/25/2021	shelshok
Screen Shot 2021-07-25 at 5.42.09 PM.png	1.18 MB	07/25/2021	shelshok
Screen Shot 2021-07-25 at 5.43.04 PM.png	1.08 MB	07/25/2021	shelshok
flip.gif	2.72 MB	07/25/2021	shelshok