

Kerbal Space Program - Bug #28358

Same vessel grapples have hook reversed.

07/25/2021 09:46 PM - shelshok

Status:	New	Start date:	07/25/2021
Severity:	Low	% Done:	0%
Assignee:			
Category:	Docking		
Target version:			
Version:	1.11.2	Language:	English (US)
Platform:	OSX	Mod Related:	No
Expansion:	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

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