

## Kerbal Space Program - Feedback #4925

### VAB vessels face north by default

05/04/2015 05:52 PM - BloodyRain2k

<b>Status:</b> Needs Clarification	
<b>Severity:</b> Normal	
<b>Assignee:</b>	
<b>Category:</b> Gameplay	
<b>Target version:</b>	
<b>Version:</b> 1.0.1	<b>Language:</b> English (US)
<b>Platform:</b> Any	<b>Mod Related:</b> No
<b>Expansion:</b>	
<b>Description</b>	
I don't know why nor why this still didn't get changed but vessels face north in the VAB.	
Yes we can rotate them 90° to make them face east, but that doesn't stop the VAB from re-aligning everything you take off north again making it even more annoying.	
So can this please be corrected already that all parts face east by default? Some already do like the LV-T45 for example (unless it is meant to have that side exhaust point out to a side and not up or down) and the 1.25m service bay also faces the right way already if vessels were facing east, as I always have to turn it 90° to attach things to the side of my rocket while keeping the bay doors clear.	
<b>Related issues:</b>	
Related to Kerbal Space Program - Feature #5000: Game option to set the defau...	<b>New</b> <b>05/14/2015</b>

### History

#### #1 - 05/04/2015 06:52 PM - Kasuha

It was always this way, ever since the very first KSP public release. The only change that was made was aligning the orientation of the rocket in VAB with orientation of the rocket on launchpad (which is visible through VAB doors). Both default VAB camera position and initial launchpad camera position correspond to that, too. I can imagine many old players would be upset if the default orientation changed since they're used to flying their ship to the right rather than up.

What could be fixed is, when I rotate a subtree and attach it back to the rocket (or rotate the whole rocket), then I detach part of that subtree, it should not swap back to default position but should stay rotated how I detached it.

#### #2 - 05/04/2015 10:06 PM - BloodyRain2k

Kasuha wrote:

It was always this way, ever since the very first KSP public release. The only change that was made was aligning the orientation of the rocket in VAB with orientation of the rocket on launchpad (which is visible through VAB doors). Both default VAB camera position and initial launchpad camera position correspond to that, too. I can imagine many old players would be upset if the default orientation changed since they're used to flying their ship to the right rather than up.

Smart coders came many decades ago up with a solution for that, still often neglected by todays coders: options! :D

Seriously, we (gladly) got an option for choosing the time format, because not everyone would want 6h days and wrapping their mind around to get an idea what that means for longer spans, even though everything > 10min is probably irrelevant anyways.

So why not simply add an option to "fix" that rotation for whoever wants it, leave it at "legacy wrong" by default for all I care, I just want to have my pitch line up with the equator without needing to constantly last-edit my rockets so it faces the right way just to lose that on the first modification, it's so annoying.

#### #3 - 05/14/2015 03:54 PM - Squelch

- *Tracker changed from Bug to Feedback*

This can't really be described as a bug, and despite my searches, I cannot find a previous report of any description that would indicate it ever has been. Therefore I have set it as feedback.

I will however raise a feature request for this option and pass it forward.

**#4 - 05/14/2015 04:21 PM - Squelch**

I've taken the liberty of formatting this as a feature request [#5000](#)

Please use the vote tool to show support.

**#5 - 05/14/2015 04:21 PM - Squelch**

- *Related to Feature #5000: Game option to set the default build facing in the VAB added*

**#6 - 07/17/2016 09:29 AM - TriggerAu**

- *Status changed from New to Needs Clarification*