

Kerbal Space Program - Bug #4967

Attachment nodes on the Not-Rockomax micro-node pointing inwards

05/11/2015 10:40 AM - f314

Status:	Needs Clarification	Start date:	05/11/2015
Severity:	Low	% Done:	0%
Assignee:			
Category:	Parts		
Target version:			
Version:	1.0.1	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

It is only possible to connect parts to the nodes on the part so that they point into/through it. Rotating the parts before you attach them does not help. This has happened with all parts that I've tried (not sure about surface-mounted parts, will update once checked), and with all symmetries.

Steps to reproduce:

- Place root part
- Place a Not-Rockomax micro-node onto it
- Attempt to place any part that has an attachment node

History

#1 - 05/11/2015 12:27 PM - Squelch

- Status changed from *New* to *Confirmed*
- % Done changed from 0 to 10
- Platform Any added
- Platform deleted (OSX)

The node_stack vectors for all but the top and bottom nodes appear to be reversed in the part configuration.

The correct values for Squad\Parts\Structural\structuralMicronode\structuralMicronode.cfg should be:

```
node_stack_right = 0.1823258, 0, 0, 1, 0, 0, 0
node_stack_left = -0.1823258, 0, 0, -1, 0, 0, 0
node_stack_back = 0, 0, 0.1823258, 0, 0, 1, 0
node_stack_front = 0, 0, -0.1823258, 0, 0, -1, 0
node_stack_top = 0, 0.1823258, 0, 0, 1, 0, 0
node_stack_bottom = 0, -0.1823258, 0, 0, -1, 0, 0
```

#3 - 07/17/2016 09:29 AM - TriggerAu

- Status changed from *Confirmed* to *Needs Clarification*
- % Done changed from 10 to 0