

Kerbal Space Program - Bug #5229

Both inline docking ports are upside down

07/11/2015 10:53 AM - Kasuha

Status:	Closed	Start date:	07/11/2015
Severity:	Very Low	% Done:	100%
Assignee:			
Category:	Parts		
Target version:			
Version:	1.0.4	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

Reproduction steps:

- 1/ Enter VAB
- 2/ Choose a command pod
- 3/ Attach Inline Clamp-O-Tron or Mk2 Clamp-O-Tron to it
- 4/ Deploy the ship on launchpad
- 5/ Right-click the Clamp-O-Tron and choose Control from here
 - observe the navball now shows ground on its upper half
- 6/ Switch camera to Locked mode

It gets very annoying to build a plane or rocket with this docking port, then to find I get to dock it engines up.

Another thing is that for comfortable docking, I have to install the docking port upside down (to fix its orientation) and set it as root part of the ship (due to bug that draws target indicator relative to root part rather than relative to selected control point). That however turns the lift indicator upside down and also messes with placement of parts such as wing segments.

Related issues:

Related to Kerbal Space Program - Bug #5192: One of the Mobile Processing Lab... **Closed** **06/30/2015**

History

#1 - 07/12/2015 02:20 PM - RexKramer

- Status changed from New to Confirmed
- % Done changed from 0 to 10

Confirmed. Until you 'Control From Here' on the affected part, or make the affected part the root, this bug doesn't affect gameplay much. However, it makes things progressively more difficult when you change control to the affected part, or make it the root.

Seems similar to the bug in which the MPL seems to be upside down when EVAing Kerbals.

#3 - 07/12/2015 02:23 PM - RexKramer

- Related to Bug #5192: One of the Mobile Processing Lab's hatches is upside-down added

#4 - 07/17/2016 09:30 AM - TriggerAu

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

#5 - 08/14/2016 07:32 AM - TriggerAu

- Status changed from Needs Clarification to Closed
- % Done changed from 0 to 100

Closing this report out for now. If you find it is still occurring in the latest version of KSP please open a new report (and this one can be linked to it.) For best results, the wiki contains really useful info for when creating a report <http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>.

You can also ask questions about the bug cleanup in the forum here:

<http://forum.kerbalspaceprogram.com/index.php?/topic/143980-time-to-clean-up-the-bug-tracker/> and tag @TriggerAu to get my attention

Files

screenshot43.png	1000 KB	07/11/2015	Kasuha
screenshot44.png	816 KB	07/11/2015	Kasuha
screenshot46.png	1.84 MB	07/11/2015	Kasuha