# Kerbal Space Program - Bug #5452

## SPH Hangar Vessel Dimensions

09/24/2015 12:05 AM - Skeltek

| | | | | |
|---|---|---|---|---|
| **Status:** | Needs Clarification | | **Start date:** | 09/24/2015 |
| **Severity:** | Low | | **% Done:** | 0% |
| **Assignee:** | | | | |
| **Category:** | Gameplay | | | |
| **Target version:** | | | | |
| **Version:** | 1.0.4 | | **Language:** | English (US) |
| **Platform:** | Any | | **Mod Related:** | No |
| **Expansion:** | | | | |

**Description**

1. Issue:
The Height and Length of the vessel are switched inside the SPH buildings Vehicle Dimension Warnings.
The craft may be much higher than its lenght, which would be very unusual for planes.
At SPH level 1 the craft may only be 15 long, 15 wide, but reaching 20 above the runway.

2. Issue:
The Craft`s current dimensions depend on the capsules/cockpits (or roots?) orientation.
If you want to have a fully 20m long craft, the cockpit itself must be facing skywards.

Gamelogs should be irrelevant; bug should occur on all OS-plattforms and hardware-independent.

Priority should be very low, but since the issue seems to be very easy to solve was initially set to low.
The benefit/workload-ratio of a bugfix seems average, making it worthwhile to be fixed with higher priority than the seriousness of the matter actually would imply.

**History**

**#1 - 07/17/2016 09:39 AM - TriggerAu**

*- Status changed from New to Needs Clarification*