

Kerbal Space Program - Bug #5894

Mk3 cockpit IVA visual bug

11/10/2015 02:26 AM - Hexicube

Status:	Closed	Start date:	11/10/2015
Severity:	Very Low	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.0.5	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

Inside the Mk3 cockpit the rotating heading display has the rotation point incorrectly set, causing it to move out of its slot on the console.

History

#1 - 11/10/2015 04:02 AM - RexKramer

- File screenshot1.png added
- Status changed from New to Confirmed
- % Done changed from 0 to 10

Yup. Actually there's two heading indicators in that cockpit, and both of them display this behavior.

#3 - 04/12/2016 05:33 PM - DeputyLOL

You may also have noticed that one of the nav balls is upside down. :)

#4 - 07/17/2016 09:43 AM - TriggerAu

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

#5 - 07/19/2016 02:27 AM - Perry_Apsis

- File screenshot2.png added
- File screenshot3.png added
- Status changed from Needs Clarification to Updated
- % Done changed from 0 to 10

Reproduced in 1.1.3. Also note that one of the nav balls seems like it's straining to get out of its socket. Or maybe being pulled by a black hole?

#6 - 06/13/2019 10:47 PM - nestor

- Status changed from Updated to Resolved
- % Done changed from 10 to 100

No longer happening in 1.7.2

#7 - 06/17/2019 07:39 PM - chris.fulton

- Status changed from Resolved to Closed

Files

screenshot1.png	833 KB	11/10/2015	RexKramer
screenshot2.png	627 KB	07/19/2016	Perry_Apsis
screenshot3.png	850 KB	07/19/2016	Perry_Apsis