Kerbal Space Program - Bug #788

VAB: parts fail to snap together, rotate away

06/19/2013 01:00 PM - MSalters

Status:	Closed	**Start date:**	06/19/2013
Severity:	Low	**% Done:**	100%
Assignee:			
Category:	Parts		
Target version:	0.20.2		
Version:	0.20.2	**Language:**	English (US)
Platform:	Any	**Mod Related:**	No
Expansion:			

Description

VAB assembly is severly broken. Both horizontal snapping against radial decouplers as well as horizontal snapping against top of off-axis components usually fails.

To reproduce: stack a few FL800 tanks for central axis. Add 3 radial decouplers on bottom. Try to attach 3 boosters - often fails, and horizontal positioning is always impossible. If it does stick, try to add another FL800 to the top of the booster. If will fly off in all directions, and even rotate to avoid snapping. It WILL allow placement in obviously illegal positions. (Debug menu settings to allow clipping do not affect this)

System: Windows Vista x64, Dutch.

Low priority because VAB is an obvious placeholder component. Suggestion: have a peek at AutoCAD. It already had much better snapping behavior 20 years ago on an 80386.

History

#1 - 07/10/2013 08:37 PM - APHSpace

- Status changed from New to Not a Bug

- Assignee set to Jenkins

- Target version set to 0.20.2

- % Done changed from 0 to 100

I have tried this, and found no bugs, I did not encounter a bug when placing 3 boosters on the decouplers. I did not encounter a bug when flying either, never did the FL-T800 fuel tanks fly off.

#2 - 07/13/2013 07:28 AM - MSalters

- File KSP Bug 788.avi added

Video showing bug

#3 - 07/13/2013 07:40 AM - MSalters

- File KSP Bug 788 bigger.avi added

Same bug showing on a realistic rocket

#4 - 07/14/2013 07:26 PM - Adie123

- Status changed from Not a Bug to Resolved

- Assignee deleted (Jenkins)

For the green nodes to attach, they must meet or overlap one another to snap on. At the same time your mouse pointer MUST NOT be on any parts of the craft.

Its frustrating at first when your not aware of this, but now that you know, you'll be more successful at attaching parts together in the future. Have fun :)

Im changing this to Resolved.

#5 - 07/15/2013 10:54 AM - Ted

- Status changed from Resolved to Closed

Files

KSP Bug 788.avi	1020 KB	07/13/2013	MSalters
KSP Bug 788 bigger.avi	1.45 MB	07/13/2013	MSalters