

## Kerbal Space Program - Bug #9589

### LT-1, LT-2 Landing Legs Rotation Offset

04/29/2016 09:19 AM - thomj

<b>Status:</b>	Duplicate	<b>Start date:</b>	04/29/2016
<b>Severity:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>			
<b>Version:</b>	1.1.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

The LT-1 and LT-2 landing leg's rotation is aligned with the extended leg instead of the attachment point. This makes it (almost) impossible to align the legs properly 90 degrees to any part.

#### Related issues:

Related to Kerbal Space Program - Bug #9342: LT-1 and LT-2 Strut Rotate Wrong... **Closed** **04/20/2016**

#### History

##### #1 - 04/29/2016 10:01 AM - sal\_vager

- Related to Bug #9342: LT-1 and LT-2 Strut Rotate Wrong Axis Compared to LT-05 Micro Strut added

##### #2 - 04/29/2016 10:02 AM - sal\_vager

- Status changed from New to Duplicate

- % Done changed from 0 to 100

Sorry but this is a duplicate of issue [#9342](#)

#### Files

20160429025236_1.jpg	353 KB	04/29/2016	thomj
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