

## Kerbal Space Program - Bug #9707

### Move Tool shift Tail Fin before try to move

05/08/2016 05:34 PM - Navi1982

<b>Status:</b> Closed	<b>Start date:</b> 05/08/2016
<b>Severity:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b> Gameplay	
<b>Target version:</b>	
<b>Version:</b> 1.1.2	<b>Language:</b> English (US)
<b>Platform:</b> Windows	<b>Mod Related:</b> No
<b>Expansion:</b>	
<b>Description</b>	
When Tail Fin is attached and trying to move it with Move Tool then it is slightly shifted right after mouse down and before move it. This happens every time when mouse button down. Maybe this bug is similar to "LY-01 Fixed Landing Gear" that (I hope) is fixed in v1.1.2... But this time shift is much smaller. Playing stock career mode without any Mods... Just to be ensure that game is playable. Perhaps there is some temporary way to fix it manually - without waiting for a new release? Thanks.	
<b>Related issues:</b>	
Related to Kerbal Space Program - Bug #10200: Certain parts jump out of place...	<b>Duplicate</b> 07/27/2016
Related to Kerbal Space Program - Bug #11409: Clicking Offset Tool arrows in ...	<b>Not Fixed</b> 09/14/2016

### History

#### #1 - 05/20/2016 09:29 PM - Navi1982

I've found that there is more parts that have same bug. The bug may be described like:

*Some attached parts is slightly shifting every time when trying move them on click to any axis and snap can be active or not. The way to reproduce bug:*

- Attach one of the part listed below to some main part (fuselage or tank for example).
- With snap active or not - select MoveTool and click (select) on bugged part. A three axis will appear.
- Then click on any axis but do not drag it. The part will snap to virtual grid with slightly shift but will be shifted much more to the center of parent part.
- Every time you'll click on any axis (without drag it) - the bugged part will slightly shift to the center of parent part direction until it reaches the maximum limit at the opposite side of the parent part.

Please, moderators, can you rename this bug report as ***Move Tool shifts some parts to the center of its parent each time any axis is clicked?***  
Below are the parts in the order they are discovered by me:

1. LY-01 Fixed Landing Gear
2. Tail Fin
3. TT-70 Radial Decoupler
4. TT18-A Launch Stability Enhancer
5. to be continued.

#### #2 - 07/17/2016 09:56 AM - TriggerAu

- Status changed from New to Needs Clarification

#### #3 - 07/18/2016 10:59 PM - Perry\_Apsis

- File default.zip added

Easily reproduced. See attached save file, go to VAB and load "jumping part." Select offset tool and click on any one of the axes. This happens with snap on or off, but the behavior is slightly different. In case save file does not load:

```
new, clean 1.1.3 install
start ksp_x64 (haven't tried with 32-bit)
add mk1 command pod
add fl-t800 tank
add LY-01 radially to tank
press 2
```

click the arrow-head on any axis

**#4 - 07/18/2016 11:00 PM - Perry\_Apsis**

Perry\_Apsis wrote:

Easily reproduced. See attached save file, go to VAB and load "jumping part." Select offset tool and click on any one of the axes. This happens with snap on or off, but the behavior is slightly different. In case save file does not load:

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start ksp\_x64 (haven't tried with 32-bit)  
add mk1 command pod  
add fl-t800 tank  
add LY-01 radially to tank  
press 2  
select LY-01  
click the arrow-head on any axis

**#5 - 07/18/2016 11:05 PM - Perry\_Apsis**

- File KSP\_log.zip added

Perry\_Apsis wrote:

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add mk1 command pod  
add fl-t800 tank  
add LY-01 radially to tank  
press 2  
select LY-01  
click the arrow-head on any axis

**#6 - 07/19/2016 02:15 AM - Perry\_Apsis**

- Status changed from Needs Clarification to Updated

- % Done changed from 0 to 10

**#7 - 07/26/2016 03:55 PM - Navi1982**

- Status changed from Updated to Confirmed

**#8 - 07/28/2016 04:26 PM - sal\_vager**

- Related to Bug #10200: Certain parts jump out of place when grabbed with the offset tool added

**#9 - 09/14/2016 03:06 PM - smjjames**

- Related to Bug #11409: Clicking Offset Tool arrows in SPH causes part to jump added

**#10 - 10/13/2016 07:44 PM - sal\_vager**

- Status changed from Confirmed to Ready to Test

- % Done changed from 10 to 80

This should be improved, not perfect as you still have to disable angle snap to prevent parts snapping to the grid, but parts like the wheels will behave much better.

**#11 - 06/22/2017 08:34 PM - Squelch**

- Status changed from Ready to Test to Resolved

- % Done changed from 80 to 100

#12 - 06/22/2017 08:34 PM - Squelch

- Status changed from Resolved to Closed

**Files**

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default.zip	6.88 KB	07/18/2016	Perry_Apsis
KSP_log.zip	27.6 KB	07/18/2016	Perry_Apsis