

Kerbal Space Program - Bug #9709

LY-01 change Direction When Craft is Rotated

05/09/2016 07:30 PM - MoeslyArmlis

Status:	Needs Clarification	Start date:	05/09/2016
Severity:	Low	% Done:	0%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.1.2	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

The direction flips 180 degrees when the craft is rotated.

Place a part and then attach the LY-01 landing gear.

Rotate craft.

The LY-01 wheels will point the other way.

History

#1 - 05/10/2016 09:32 PM - Pluto239

- Status changed from *New* to *Confirmed*

- % Done changed from 0 to 10

I have seen this as well.

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

- Status changed from *Confirmed* to *Needs Clarification*

- % Done changed from 10 to 0

Files

screenshot106.png	900 KB	05/09/2016	MoeslyArmlis
screenshot107.png	904 KB	05/09/2016	MoeslyArmlis
screenshot108.png	911 KB	05/09/2016	MoeslyArmlis
screenshot109.png	909 KB	05/09/2016	MoeslyArmlis