

Kerbal Space Program - Bug #9716

"Revert To Launch" sets control directions relative to the Root part instead of the command part.

05/11/2016 09:55 PM - Anonymous

Status:	Updated	Start date:	05/11/2016
Severity:	Normal	% Done:	10%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	1.1.2	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

This bug happens when you have a ship built such that the root part is not a command module and faces a different direction from the command module. If you revert the flight and then go to map mode, the control direction resets to be relative to the root. Here are the steps to reproduce:

- 1) In the VAB, add a command module. (I used the Mk1 Cockpit because it's among the easiest to tell which way is 'up'.)
- 2) Add a second part, rotated 90 degrees. (I added a Twin Boar engine, turned sideways so the engines are right and left relative to the cockpit rather than the default up and down.)
- 3) Using the re-root tool, set the second component as the root.
- 4) Launch
- 4a) At this point, on the navball, north is shown as down. If you go to map mode and come back, north is still shown as down.
- 5) Pause > Revert Flight > Revert to Launch
- 5a) As before, the navball shows north as down.
- 6) Go to the map, then pop up the navball (or return to the staging view, either way works).
- 6a) The navball now shows north as left or right (depending on which way to rotated the root part).
- 7) Right-click on the command module and click "Control from here".
- 7a) North is correctly shown as down again. It now does not change if you go to map view or anything else.

This does not occur if you revert to the VAB and then launch it anew, but if you revert to launch thereafter, it will happen every time.

History

#1 - 07/17/2016 09:56 AM - TriggerAu

- Status changed from New to Needs Clarification

#2 - 07/17/2016 02:53 PM - Anonymous

- Status changed from Needs Clarification to Updated

- % Done changed from 0 to 10

I confirmed this is still occurring as of v1.1.3.1289

What did you need clarification about?

#3 - 07/18/2016 03:35 AM - TriggerAu

Hi Keenath, we are doing a mass cleanup on reported bugs, you can read more about it here:

<http://forum.kerbalspaceprogram.com/index.php?/topic/143980-time-to-clean-up-the-bug-tracker/>

The TL;DR is that its not an indication of anything wrong with your report, there are soo many old bugs in the tracker that we cant give the devs a good picture of whats still an issue - so we have set up a process for all bugs from pre 1.1.3 to collect the info and get them confirmed for the devs to be able to plan on whats current and important to the players.

I didnt see any notes about 1.1.3, but with your extra info and in updated hopefully someone can confirm the same