

## Kerbal Space Program - Bug #9998

### Seat 4 of MK3 Passenger Module's avatar view is looking at Seat 3

06/21/2016 10:40 PM - robotguy4

<b>Status:</b>	Confirmed	<b>Start date:</b>	06/21/2016
<b>Severity:</b>	Very Low	<b>% Done:</b>	10%
<b>Assignee:</b>			
<b>Category:</b>	Parts		
<b>Target version:</b>			
<b>Version:</b>	1.1.2	<b>Language:</b>	English (US)
<b>Platform:</b>	OSX	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

It is evident if you put a passenger in seat #4 and no passenger in seat #3 as the inflight picture in the bottom right will show an empty chair.

#### History

##### #1 - 06/27/2016 12:56 AM - robotguy4

Should have probably been set to low priority... Oops.

##### #2 - 06/28/2016 07:17 PM - robotguy4

- File *Screen Shot 2016-06-28 at 9.13.01 AM.png* added

Did some more digging. According to what I found with the Part Tools Unity Plugin, there are two cameras with the name Camera\_Left004 (see image). The aisle seat camera needs to be set to Camera\_Left003. This should fix the problem.

##### #3 - 07/10/2016 07:34 AM - robotguy4

I just checked 1.1.3; the bug is still there.

##### #4 - 07/17/2016 11:20 AM - TriggerAu

- Status changed from *New* to *Updated*

- % Done changed from *0* to *10*

Setting updated for confirmation during cleanup

##### #5 - 10/19/2016 06:31 AM - robotguy4

Problem persists in 1.2

##### #6 - 10/25/2016 09:29 AM - robotguy4

- Status changed from *Updated* to *Confirmed*

##### #7 - 11/16/2016 11:07 AM - Daveroski

- File *screenshot20.png* added

I reckon Ermore Kerman Must be in seat #4

#### Files

screenshot1.png	687 KB	06/21/2016	robotguy4
screenshot0.png	939 KB	06/21/2016	robotguy4
Screen Shot 2016-06-28 at 9.13.01 AM.png	293 KB	06/28/2016	robotguy4
screenshot20.png	1.69 MB	11/16/2016	Daveroski