

Kerbal Space Program - Bug #10106

Radiator pannels not spining away from light

07/13/2016 06:22 AM - ib_virus

Status:	Confirmed	Start date:	07/13/2016
Severity:	Normal	% Done:	10%
Assignee:			
Category:	Bug Tracker		
Target version:			
Version:	1.1.3	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

All pannels stoped turning away from sun light

History

#1 - 07/17/2016 11:24 AM - TriggerAu

- Status changed from New to Needs Clarification

Can you add the save file for this one, and also the log at that period? thanks

#2 - 07/17/2016 11:37 AM - ib_virus

- File *persistent.rar* added

#3 - 07/17/2016 11:40 PM - TriggerAu

- Status changed from Needs Clarification to Updated

- % Done changed from 0 to 10

#4 - 07/18/2016 06:46 PM - Alchemist

- Status changed from Updated to Confirmed

I also have radiators refusing to turn in 1.1.3. (while they worked before with no problem)
Interesting finding is that they start turning properly when I engage 10000x time warp, but don't turn at any lower time rate.
Solar panels act nominally, therefore that must be something with the deployable radiator modules.

#5 - 08/28/2016 10:46 AM - MiniMatt

- File *RadiatorTest.png* added

- File *RadiatorTest.sfs* added

- File *RadiatorTest.craft* added

Can also confirm this in 1.1.3.1289 (both Win64 & Win32). Noting that ib_virus's example above looks to be a modded install I've attached the stock save (*RadiatorTest.sfs*), and VAB craft (*RadiatorTest.craft*) featured in the attached pic (*RadiatorTest.png*).

As Alchemist notes, at 10,000x & 100,000x time warp the radiators spin as expected. Below that, they do not.

Files

Filename	Size	Date	Author
20160713121541_1.jpg	343 KB	07/13/2016	ib_virus
persistent.rar	243 KB	07/17/2016	ib_virus
RadiatorTest.png	1.27 MB	08/28/2016	MiniMatt
RadiatorTest.sfs	61.6 KB	08/28/2016	MiniMatt
RadiatorTest.craft	42.6 KB	08/28/2016	MiniMatt