

# Kerbal Space Program - Bug #1163

## Command module don't work when using two jet engines

07/31/2013 09:42 AM - xZise

<b>Status:</b>	Closed	<b>Start date:</b>	07/31/2013
<b>Severity:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>			
<b>Version:</b>	0.21.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Linux, OSX, Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>			

### Description

When you are using two jet engines and throttle up under some circumstances it tells you that the command module (unmanned) lacks of electrical charge. But when you look into the resources it shows enough electrical charge available.

These circumstances are:

- at least two jet engines and at least one of them is turbo jet facing backwards
- Start all at the same time
- Throttle then up

After reaching about 1/3 (value depends on the number of engines: More engines lower maximum thrust) the command module goes dead. Sometimes after reloading the craft you are again able to control the craft normally (but you get the bug again if you are in this circumstances).

It looks like it is possible to avoid that by throttling up to a value > 1/3 (like full throttle) and then stage (activate all engines). Sometimes you can even throttle down to 0 and still throttle up when they are still running.

Fabian

### History

#### #1 - 07/17/2016 09:24 AM - TriggerAu

- Status changed from New to Needs Clarification

#### #2 - 07/17/2016 09:58 PM - Claw

- Status changed from Needs Clarification to Closed

- % Done changed from 0 to 100

- Platform Linux, OSX, Windows added

- Platform deleted (Any)

No issues noted in 1.1.3.

### Files

TECOL II.craft	7.18 KB	07/31/2013	xZise
screenshot19.png	811 KB	07/31/2013	xZise