

Kerbal Space Program - Bug #1201

Can't show the correct number of electric drain after multiple lights are activated

08/12/2013 08:01 AM - Cesrate

Status:	Closed	Start date:	08/12/2013
Severity:	Low	% Done:	100%
Assignee:			
Category:	Camera		
Target version:			
Version:	0.21.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

When many lights were on, the drain of electric charge for lights was very rapidly switching between the true value and 0. In extreme cases, when I activated 144 lights, the drain value kept showing 0.03, caused by the single command pod.

History

#1 - 07/27/2015 06:04 PM - Squelch

- Platform Win32 added
- Platform deleted (Windows)

#2 - 07/17/2016 09:33 AM - TriggerAu

- Status changed from New to Needs Clarification

#3 - 07/17/2016 10:31 PM - Claw

- Status changed from Needs Clarification to Closed
- % Done changed from 0 to 100
- Platform Windows added
- Platform deleted (Win32)

Fixed, 1.1.3

Files

screenshot3.png	873 KB	08/12/2013	Cesrate
screenshot5.png	872 KB	08/12/2013	Cesrate
screenshot0.png	873 KB	08/12/2013	Cesrate
screenshot2.png	801 KB	08/12/2013	Cesrate