

Kerbal Space Program - Bug #13088

Rudder not working after reset flight to launch

10/23/2016 01:29 AM - JimJamPieMan

Status: Closed	Start date: 10/23/2016
Severity: Low	% Done: 100%
Assignee:	
Category: Controls and UI	
Target version:	
Version: 1.2.0	Language: English (US)
Platform: Windows	Mod Related: No
Expansion:	
Description	
When flying a plane and resetting to the runway, stops the rudder from working.	
Related issues:	
Has duplicate Kerbal Space Program - Bug #18344: FAT-455 Tail Fin Unresponsiv...	Duplicate 04/03/2018

History

#1 - 10/23/2016 01:43 AM - JimJamPieMan

- File Boeing 787-9.craft added

Bug:

I was using the attached plane and when I crash and reset to the runway, and fly again, the rudder does not move when buttons are pressed.

Expected:
for the rudder to work

You Can replicate this by:

1. flying the play
2. crash
3. reset to runway
4. try to move rudder

No known workarounds
Craft file included

#2 - 10/23/2016 09:11 AM - JPLRepo

- Status changed from New to Confirmed
- % Done changed from 0 to 10

#4 - 10/24/2016 11:07 AM - sal_vager

- Status changed from Confirmed to Need More Info
- % Done changed from 10 to 0

Hi JimJamPieMan, can you please remove the rudder then re-attach it in the SPH, and let us know if that fixes the issue, thank you.

#5 - 10/25/2016 06:52 AM - JimJamPieMan

The problem persists

#6 - 11/14/2016 12:08 PM - sal_vager

- Severity changed from Normal to Low

Okay, remove the rudder and delete it, then fit a new rudder, I tested it here and it fixes your plane.

#7 - 07/31/2019 07:22 PM - chris.fulton

- Has duplicate Bug #18344: FAT-455 Tail Fin Unresponsive After Spawning Vehicle added

#8 - 07/31/2019 10:29 PM - chris.fulton

- Status changed from *Need More Info* to *Resolved*

- % Done changed from 0 to 100

#9 - 07/31/2019 10:29 PM - chris.fulton

- Status changed from *Resolved* to *Closed*

Closing in effort of database cleanup.

Files

Boeing 787-9.craft	89 KB	10/23/2016	JimJamPieMan
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