

Kerbal Space Program - Bug #13211

Action Group Actions Missing in All Rover Wheels

11/09/2016 11:16 PM - niklan

Status:	Confirmed	Start date:	11/09/2016
Severity:	Normal	% Done:	10%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	1.2.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			
Description Before the changes to the wheels they had action group actions to enable and disable the motor. These actions are gone now. Everyone who transported rovers with rockets knows that it is imperative to disable the motors while on rockets or they suck all electricity or in worse cases their spinning does damage to the vehicle by unintended sudden acceleration if they are on ground. Please re-add the actions for activate, deactivate and TOGGLE (new, to keep handling of rover wheel motors in line with all other engines) the rover wheel motors. This is missing for all rover wheel types! Tested on Windows 7-64bit but guess applies to all systems.			
Related issues: Related to Kerbal Space Program - Bug #15381: Action Group Actions Missing in... Closed 05/27/2017			

History

#1 - 11/10/2016 11:08 PM - AlffromKerbal

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

I refer to [#13034](#) and confirm statement.

#2 - 11/20/2016 10:13 PM - Azimech

- File *screenshot51.png* added

I've found them!

And yes, we need these Squad. My Synthesizer/tone generator won't work without them and I was just going to demonstrate a new kind of manual transmission for cars.

#3 - 11/20/2016 10:14 PM - Azimech

Azimech wrote:

I've found them! Yes, in the MK1 cockpit, see screenshot.

And yes, we need these Squad. My Synthesizer/tone generator won't work without them and I was just going to demonstrate a new kind of manual transmission for cars.

#4 - 05/28/2017 02:47 PM - swjr-swis

Azimech wrote:

I've found them!

Those actions are about the cockpit 'reaction wheels', and have no relation with the rover wheels.

#5 - 05/28/2017 03:24 PM - swjr-swis

- File 1804-WheelActionGroupsMissing1.png added
- File 1804-WheelActionGroupsMissing2.png added
- File 1804-WheelActionGroupsMissing3.png added
- File 1804-WheelActionGroupsMissing4.png added
- File 1028-WheelsActionGroups1.png added
- File 1028-WheelsActionGroups2.png added
- File 1028-WheelsActionGroups3.png added
- File 1028-WheelsActionGroups4.png added

1.3.0.1804 Win x64

Back to the actual missing action groups: confirmed to still be missing in 1.3.0.1804.

Added screenshots to show the action groups available now (since 1.1.0), and before (1.0.5), that show a number of actions that used to be available for powered wheels are now missing:

- several actions for steering (invert/lock/unlock/toggle)
- one action to toggle the motor

#6 - 05/28/2017 03:30 PM - swjr-swis

- Related to Bug #15381: Action Group Actions Missing in All Rover Wheels (solved, please close) added

Files			
screenshot51.png	1.05 MB	11/20/2016	Azimech
1804-WheelActionGroupsMissing1.png	2.45 MB	05/28/2017	swjr-swis
1804-WheelActionGroupsMissing2.png	2.45 MB	05/28/2017	swjr-swis
1804-WheelActionGroupsMissing3.png	2.45 MB	05/28/2017	swjr-swis
1804-WheelActionGroupsMissing4.png	2.46 MB	05/28/2017	swjr-swis
1028-WheelsActionGroups1.png	2.53 MB	05/28/2017	swjr-swis
1028-WheelsActionGroups2.png	2.51 MB	05/28/2017	swjr-swis
1028-WheelsActionGroups3.png	2.51 MB	05/28/2017	swjr-swis
1028-WheelsActionGroups4.png	2.52 MB	05/28/2017	swjr-swis