

Kerbal Space Program - Bug #13315

RoveMax Model XL3

11/26/2016 04:50 PM - niklan

Status:	Updated	Start date:	11/26/2016
Severity:	Normal	% Done:	10%
Assignee:			
Category:	Parts		
Target version:			
Version:	1.2.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

RoveMax Model XL3 wheels consume electricity even when the motors are disabled. Very bad because it sucks the batteries empty when transporting a rover with these wheels with a rocket because everytime you need to set thrust for the rocket the wheels keep consuming energy. It's practically impossible to transport roveMax model xl3 wheels unless you have large solar panels or large fuel cells on board.

See attached screenshot for proof. Wheels on the screenshot are disabled but they consume energy as you can see in the wheels detail window as well as the resource window.

Mods: Kerbal Alarm Clock, Asteroid Day

History

#1 - 11/26/2016 05:49 PM - niklan

When on ground the wheels drive when disabled and enabled, setting is completely ignored.

#2 - 12/03/2016 08:18 PM - JPLRepo

- Status changed from New to Need More Info

Can this be reproduced with NO mods installed?

#3 - 12/04/2016 06:29 AM - niklan

- File roveMax_ignores_disabled.jpg added

- File RoveMax XL3 Bug.craft added

Removed mods, started new sandbox game, same result: roveMax model xl3 ignores motor enabled/disabled setting completely

#4 - 07/31/2019 10:32 PM - chris.fulton

- Status changed from Need More Info to Updated

- % Done changed from 0 to 10

This issue occurs with all wheels but EC will be consumed regardless without them when pitching (with Probes or Pods), might be a core issue.

Files

roveMax_wheel_energy_bug.jpg	88.6 KB	11/26/2016	niklan
roveMax_ignores_disabled.jpg	88 KB	12/04/2016	niklan
RoveMax XL3 Bug.craft	17.3 KB	12/04/2016	niklan