

Kerbal Space Program - Bug #18704

R.A.P.I.E.R. Mode changes on staging when in space above Kerbin

04/27/2018 07:51 AM - jclovis3

Status:	Not a Bug	Start date:	04/27/2018
Severity:	Low	% Done:	0%
Assignee:			
Category:	Parts		
Target version:			
Version:	1.4.2	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

Background: The R.A.P.I.E.R. engine is known for it's duel mode capability, using air where available and liquid oxygen when not. The changing of modes in this engine can be set with an action group along with opening and closing all your intakes.

Problem: This engine will revert to "ClosedCycle" (needs a space) if activated through staging while above Kerbin's atmosphere. While this may seem like the ideal mode to operate this engine, it sets it off from the cycle of the intakes which are toggled by the same action group in the attached craft file. Nothing in the description suggests this engine will automatically change cycles, and the player may want to switch to ClosedCycle early when thrust drops below a desired level.

Expected result: This engine should remain in what ever mode it was last set to, either via build or changes in flight. Staging should not cause the mode to change.

This bug was found while playing 1.4.2, but verified in 1.4.3 before posting.

I reviewed Bug [#9803](#) which suggests that the engine should change modes automatically, but reports that it may be part of a mod that does that.

Related issues:

Related to Kerbal Space Program - Bug #9803: CR-7 R.A.P.I.E.R engine: Staging...

Not a Bug

05/30/2016

History

#1 - 04/27/2018 11:41 AM - Squelch

- File *screenshot2.png* added

- File *screenshot1.png* added

- File *screenshot0.png* added

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

The behaviour you are requesting is already available in the engine's part action window while building the craft. When set to manual switching, the engine will remain in whatever mode it is currently. This can also be pre-determined in the craft editor. Action groups can them be used to toggle the mode freely. Staging will only activate the engine, and does not determine the mode.

See the attached screenshots for the location of the settings and the resulting flight when set to manual. Note that the engine is activated, but is still set to the airbreathing mode.

Does this satisfy the requirements?

#2 - 04/27/2018 11:44 AM - Squelch

- Related to Bug #9803: CR-7 R.A.P.I.E.R engine: Staging issue added

#3 - 04/27/2018 10:14 PM - jclovis3

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

- % Done changed from 0 to 10

Sorry, you're right. I didn't realize that option was there. Can you bump this over to, "Not a Bug" for me please.

Truth be told, in all the years I've been playing, I've only just recently gotten back into toying with planes and space planes. All this bug testing has gotten me trying out new things. It's a whole new game for me, yeah.

#4 - 04/30/2018 04:57 PM - Squelch

- Status changed from Updated to Not a Bug

- % Done changed from 10 to 0

Thanks for confirming. Marking as not a bug by request.

Files

Test Engine Mode.craft	53.8 KB	04/27/2018	jclovis3
screenshot2.png	436 KB	04/27/2018	Squelch
screenshot1.png	881 KB	04/27/2018	Squelch
screenshot0.png	919 KB	04/27/2018	Squelch