

Kerbal Space Program - Bug #2025

Gear status indicator bug

01/08/2014 12:31 AM - Dinokin

Status:	Duplicate	Start date:	01/08/2014
Severity:	Low	% Done:	100%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	0.23	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

every time when i start a new flight, the "landing gear status indicator" shows as if the landing gear was deployed, even if not deployed.

pressing G or clicking on the indicator makes he return to normal state.

History

#1 - 01/08/2014 06:05 PM - TruePikachu

- Status changed from Confirmed to Not a Bug

- % Done changed from 10 to 100

Generally, when you make the bug itself on the tracker, you do NOT mark it as confirmed. That is reserved for when someone else can confirm the problem. It helps to show that you aren't the only one with the issue.

However, I do not believe this is actually a bug. Here is likely the intended workflow, compatible for both spaceplanes and some rockets:

Engines on - Liftoff - Gear up - Transit - Gear down - Touchdown

I believe that the gear buttons, etc. work the same way as mechanisms do in the game Dwarf Fortress, as in everything responds to the state change to a state rather than to the absolute state the button/lever/whatever is in. Know that you can manually extend/retract gear and landing struts (in KSP). That would desync their state to that of the button. So the optimal solution would be to have the button state change actually do everything - when it unpresses, it retracts everything, and when it presses, it extends everything.

It might be a feature request to desire the ability to set the default state, but the desync is not a bug, but rather a result of the underlying framework, and can't be worked around (with respect to fixing a bug).

#2 - 01/09/2014 08:30 AM - Ted

- Status changed from Not a Bug to Duplicate

In fact, it's a consequence of the existing system used for that UI, thus it is pretty much a bug or at the least feedback.

Regardless, this issue is actually a duplicate of another, so I've marked it as such for the moment.

Thanks for reporting it.

#3 - 01/10/2014 04:29 AM - Dinokin

then i have a suggestion for it

if there isn't a gear equipped, the button should be RED

if there is a gear but isn't synced, the button should be YELLOW

if there is a gear and is synced, the button should be the way that they are now but synced with the gear status obviously

Files

indicator.jpg	3.32 KB	01/08/2014	Dinokin
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