

Kerbal Space Program - Bug #22728

KAL-1000 controller often forgets last added track

06/01/2019 09:47 AM - Kirk

Status:	Closed	Start date:	06/01/2019
Severity:	Low	% Done:	100%
Assignee:			
Category:	Parts		
Target version:	1.7.3		
Version:	1.7.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground		

Description

I'm not sure how to reproduce it other than:

- 1: Add a track to KAL-1000 part. Configure it and everything.
- 2: Launch the craft.

Often (for me) the added track will be gone.

History

#1 - 06/01/2019 09:48 AM - Kirk

- Subject changed from KAL-1000 controller often forget last added track to KAL-1000 controller often forgets last added track

#2 - 06/02/2019 11:43 AM - Kirk

Just had the two KAL-1000s forget ALL 4 of their tracks.

#3 - 06/02/2019 01:30 PM - LameLefty

I have had this happen to me several times yesterday during the course of my first play with Breaking Ground. What I found was that reverting a Quicksave often (always?) causes the KAL-1000 module to forget all its programmed tracks. Loading the same .craft file back into editor shows the tracks are still there, so it seems to be limited to an issue with the loading the quick-save files. Will do further tests today.

#4 - 06/09/2019 06:56 PM - MattStryker

- Status changed from New to Confirmed

- % Done changed from 0 to 10

Just tested this myself. Yes, my craft with a lot of robotic track control forgets everything with a quicksave/quickload. Doesn't seem to matter how many tracks I start with, they all go poof.

#5 - 06/13/2019 05:59 AM - Klapaucius

- File Milo-Centipede Plane.craft added

I can confirm this as well. Feel free to use this craft if you wish to test it. Often it will lose at least half the tracks if I revert the flight on the airstrip. If I revert to the SPH and **then** click to place on the airfield it seems to solve the problem.

#6 - 07/06/2019 10:02 AM - foiler

- File persistentID changes.png added

- File removes tracks.png added

I'm having this issue too on every craft with robotics.

Leaving the scene and then reloading the craft file sometimes prompts the game to start reassigning persistentID's to every part on the vessel. And then the KAL tries to load its saved tracks and is unable to because the parts it remembered no longer exist.

This is aggravating because upon saving the new (broken) craft file the tracks are lost forever because the game already discarded them on load.

#7 - 07/16/2019 06:59 PM - chris.fulton

- Status changed from Confirmed to Ready to Test
- Target version set to 1.7.3
- % Done changed from 10 to 80

Several Changes and bug fixes have been made, moving this bug to RTT and can you check it in 1.7.3.2594?

#8 - 07/17/2019 06:19 AM - Beetlecat

chris.fulton wrote:

Several Changes and bug fixes have been made, moving this bug to RTT and can you check it in 1.7.3.2594?

Confirming some (most/all?) track loss when loading a craft in SPH, then launching it. Craft will have all but one tracks missing from Kal-1000 editor. Directly launching craft from space center scene worked, but returning to that craft later (scene change or two) resulted in missing tracks again.

Mildly to moderately modded game 1.7.3.2594 but the behavior matches the descriptions above. Haven't looked at logs/error stream in-game yet.

#9 - 02/21/2020 01:28 AM - chris.fulton

- Status changed from Ready to Test to Resolved
- % Done changed from 80 to 100

#10 - 02/21/2020 01:28 AM - chris.fulton

- Status changed from Resolved to Closed

#11 - 06/10/2020 07:45 PM - Anth12

related to [#24428](#)

Not sure this should have been resolved or closed...

Files

Milo-Centipede Plane.craft	469 KB	06/13/2019	Klapaucius
persistentID changes.png	78.4 KB	07/06/2019	foiler
removes tracks.png	72.8 KB	07/06/2019	foiler