

## Kerbal Space Program - Bug #28360

### M700 Survey Scanner animation bug

07/26/2021 03:49 PM - ApolloFunghi

<b>Status:</b>	New	<b>Start date:</b>	07/26/2021
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Parts		
<b>Target version:</b>			
<b>Version:</b>	1.12.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Linux	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

#### Description

It is possible to start the M700 Survey Scanner's retract animation while its deploy animation is already playing, resulting in a buggy animation where the scanner snaps open in a single frame

#### Steps to duplicate:

Build a craft with the M700 Survey Scanner

Add the 'toggle' action to an action group  
launch

trigger the action group to deploy the scanner. Then quickly trigger it again while the deployment is still underway  
you will see the scanner immediately snap to its fully deployed configuration, then play its retract animation

by analogy with other retractable parts, the correct behaviour should be to complete the deployment animation, and ignore the second action group input