

Kerbal Space Program - Bug #28632

Work Lamps can become uninteractable if manipulated via EVA editor and deployed from inventory

05/07/2022 01:09 AM - Plat251

Status:	New	Start date:	05/07/2022
Severity:	Low	% Done:	0%
Assignee:			
Category:	Editor		
Target version:			
Version:	Kerbal Space Program - 1.12.3	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

What happens: Work Lamps (small and stand variants) can be placed by either deploying them from an inventory, or by being placed by an Engineer. Both methods have quirks - deployed parts can't be manipulated in EVA editor, and Engineer-built parts can't be picked up. However, if a single Work Lamp is interacted with in both ways, it can either become uninteractable or too heavy (and then uninteractable if deployed).

Steps to reproduce:

1. Have an Engineer with either Small or Stand variants of Work Lamps in inventory, on EVA. I use a PPD-10 Hitchhiker Storage Container on Kerbin launchpad to set this up.
2. Enter EVA Editor.
3. From Inventory, grab a Lamp and place it in the world.
4. Grab the placed Lamp and return it to the inventory. Make sure it's in Engineer's inventory.
5. Exit EVA Editor.
6. From Engineer's Inventory, deploy the Lamp via the Deploy button.
7. The deployed Lamp now does not have the "Pick Up Part" context menu action, and it cannot be manipulated from the EVA editor.

Alternative steps to make the part superheavy:

If a Lamp is deployed first and then manipulated in EVA editor, a different flavor of this bug will occur.

1. Set up as step 1 in the other reproduction steps.
2. Deploy the Lamp from Engineer's Inventory via the Deploy button.
3. Enter EVA Editor.
4. In the Cargo panel on the left, click on the Lamp. It now weighs 4 tons.
5. If the Lamp is still placed despite its 4 tons (via cheats, for example), it becomes uninteractable as in step 7 of other reproduction steps.

Notes:

I've tested other ground deployables - they're unaffected by this bug, and no matter how much picking up and EVA editing they go through, they still work fine.

If a Lamp is made heavy via alternative steps, the way its weight works is peculiar - it only weighs 4 tons while held in the mouse cursor. If placed in Inventory with the "no inventory limit" cheat, it will end up weighing its advertised packed weight of 0.002t.

History

#1 - 05/07/2022 01:15 AM - Plat251

- File *KSP_x64_RfGVAyd4pe.mp4* added

Here's a video of me reproducing the bug via the first steps - at the end I'm clicking to try to pick up the Lamp. You can't see the clicks on the video themselves, but you can see how the Lamp was set as a target - a result of doubleclicking.

#2 - 05/07/2022 01:19 AM - Plat251

- File *KSP_x64_zUgywh3jQB.mp4* added

Here's a video of me reproducing the bug via the second steps.

Files

KSP_x64_RfGVAyd4pe.mp4	4.96 MB	05/07/2022	Plat251
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