

## Kerbal Space Program - Bug #3001

### MultiModeEngine breaks ModuleAlternator

09/11/2014 03:06 AM - Taverius

<b>Status:</b>	Closed	<b>Start date:</b>	09/11/2014
<b>Severity:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>			
<b>Version:</b>	0.24	<b>Language:</b>	English (US)
<b>Platform:</b>	Any	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

Simply put, on any part that is a MultiModeEngine, ModuleAlternator only works for the primary ModuleEnginesFX.

Reproduction:

1. Edit RAPIER .cfg
2. Copy ModuleAlternator from any engine (I tested with the JetEngine one)
3. Load KSP
4. Launch craft with engine
5. Enable engine
6. Switch mode

Once the engine is switched to its secondary mode, the alternator will stop producing power until its switched back to primary.

#### History

##### #1 - 07/17/2016 09:26 AM - TriggerAu

- Status changed from New to Needs Clarification

##### #2 - 08/09/2016 11:11 AM - TriggerAu

- Status changed from Needs Clarification to Closed

- % Done changed from 0 to 100

Closing this report out for now. If you find it is still occurring in the latest version of KSP please open a new report (and this one can be linked to it.) For best results, the wiki contains really useful info for when creating a report <http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>.

You can also ask questions about the bug cleanup in the forum here:

<http://forum.kerbalspaceprogram.com/index.php?/topic/143980-time-to-clean-up-the-bug-tracker/> and tag @TriggerAu to get my attention