Kerbal Space Program - Bug #468

Landingleg actions are swapped

03/20/2013 07:03 AM - BloodyRain2k

Status:	Closed	**Start date:**	03/20/2013
Severity:	Low	**% Done:**	100%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	0.19.1	**Language:**	English (US)
Platform:	Windows	**Mod Related:**	No
Expansion:			

Description

The "Raise" and "Lower" actions of the landing legs are swapped, raise lowers the leg and vice versa.

History

#1 - 03/20/2013 02:33 PM - zerke2001

Hello BloodyRain2k. I went ahead and created a vessel with a single FL-T800 Fuel Tank and (4) LT-2 Landing Struts (Large Landing Legs). I right-clicked on them and toggled the raise and lower switch as well as used the gear key and then right-clicked and toggled them again. I was unable to reproduce this.

Sometimes these things are caused by add-ons, so creating this from scratch on a fresh unzipped copy of the game can usually help determine whether or not it was caused by any add-ons. It would be a great help if you could provide steps to reproduce the issue.

#2 - 03/21/2013 01:22 AM - BloodyRain2k

zerke2001 wrote:

> Hello BloodyRain2k. I went ahead and created a vessel with a single FL-T800 Fuel Tank and (4) LT-2 Landing Struts (Large Landing Legs). I right-clicked on them and toggled the raise and lower switch as well as used the gear key and then right-clicked and toggled them again. I was unable to reproduce this.
>
> Sometimes these things are caused by add-ons, so creating this from scratch on a fresh unzipped copy of the game can usually help determine whether or not it was caused by any add-ons. It would be a great help if you could provide steps to reproduce the issue.

The actions that can be bound to keys are swapped, just put the raise action onto 1 and the lower action onto 2 and you should have to press 1 to lower the legs.

#3 - 03/21/2013 06:50 AM - zerke2001

- Status changed from New to Confirmed

- % Done changed from 0 to 10

BloodyRain2k wrote:

> The actions that can be bound to keys are swapped, just put the raise action onto 1 and the lower action onto 2 and you should have to press 1 to lower the legs.

I just tested this as you described where I put the action to raise the legs in 1 and lower in 2, but the outcome is reversed. I had to press 2 to raise the legs and 1 to lower them. I am marking this as confirmed.

#4 - 10/30/2013 01:18 PM - sr

I've just tried reproducing the issue on 0.22, but everything works as expected here. Could you please check if the issue still persists for you?

#5 - 10/30/2013 05:26 PM - BloodyRain2k

No, the new landing legs work as expected, I already tried that with making abort actions that lower the legs and it works as it should.
This mostlikely comes from the fact that they now use ModuleLandingLeg instead of the old HLandingLeg or whatever it was.
I bet that one's still swapped but if it's not being used anymore it doesn't matter so I guess this is, well not fixed, but fine so this can be closed.

#6 - 10/31/2013 03:32 AM - sr

- Status changed from Confirmed to Closed

- % Done changed from 10 to 100

Great, thanks for re-checking.

#7 - 11/29/2013 02:17 PM - BloodyRain2k

There's one small thing left now with this, the initial stage of the gear action was based for the old landing gear, but now that that's fixed the action is by default in the wrong stage.

What I'm trying to say is that when you now put a craft on the pad and press the gear button nothing happens because it's "raising" as that was with the previous swapped legs "lowering". So you have to press it another time to actually lower the legs now.