

Kerbal Space Program - Bug #4785

ladder stuck open in VAB

04/28/2015 06:36 AM - drazed

Status:	Closed	Start date:	04/28/2015
Severity:	Low	% Done:	100%
Assignee:			
Category:	Parts		
Target version:			
Version:	1.0	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

The mobility enhancer ladders seem to have a bug where if you attach one to your ship, 'extend' it, then do somethings and go back to 'retract' it does nothing.

Easy way I've found to reproduce. * open VAB, new ship * add mk1 command pod root * add mobility enhancer to top of pod (doesn't matter which, both the extending mobility enhancers have this bug) * right-click mobility enhancer and 'extend' * launch ship * revert to VAB * right click mobility enhancer and 'retract' -> FAIL nothing happens

confirmed on linux 64bit (may affect others).

History

#1 - 04/29/2015 04:57 AM - EddieRod1285

drazed wrote:

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Easy way I've found to reproduce.

- open VAB, new ship
- add mk1 command pod root
- add mobility enhancer to top of pod (doesn't matter which, both the extending mobility enhancers have this bug)
- right-click mobility enhancer and 'extend'
- launch ship
- revert to VAB
- right click mobility enhancer and 'retract' -> FAIL nothing happens

confirmed on linux 64bit (may affect others).

Noob here just signed up for 1.0 bugs cause their is a bit too many for final release! But I can also 100% confirm this happens on windows as well! Using Win 7 Ultimate 64 bit.

#2 - 04/29/2015 04:03 PM - sr

- Status changed from New to Confirmed

- % Done changed from 0 to 10

Nothing obvious in the logs here. Will attach both the player.log and ksp.log anyway.

#3 - 04/29/2015 04:05 PM - sr

- File Player.log added

- File KSP.log added

#4 - 04/29/2015 04:21 PM - sr

- Platform Any added

- Platform deleted (Linux)

Can reproduce under windows as well.

#5 - 04/29/2015 04:38 PM - drazed

Also of minor note, This was an issue BEFORE 1.0, I noticed it since tweakables were initially added (or around that time), but never posted anything. Would be nice to have a fix though :)

#6 - 05/01/2015 06:35 PM - Kasuha

I confirm it is very old, already reported here too: [#2328#2639](#)
It's not about extending them - even if you leave them retracted, after save/load it's no longer possible to change their state.
Workaround is to delete the ladder and place a new one.

#7 - 07/17/2016 09:29 AM - TriggerAu

- Status changed from Confirmed to Needs Clarification
- % Done changed from 10 to 0

#8 - 08/09/2016 01:16 PM - 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

Files

Player.log	505 KB	04/29/2015	sr
KSP.log	161 KB	04/29/2015	sr