

## Kerbal Space Program - Bug #496

### Leaving Time Warp makes ship uncontrollable

03/24/2013 05:09 PM - Snow

<b>Status:</b>	Not a Bug	<b>Start date:</b>	03/24/2013
<b>Severity:</b>	Unworthy	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Controls and UI		
<b>Target version:</b>			
<b>Version:</b>	0.19.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

As the title says, I'm flying through space, I throttle down, I initiate Time Warp. The point is to wait til my speed drops and revert to normal time, throttle back up, and continue on. Problem is that when I go back to 1x time, none of my buttons work anymore except Esc, which still pulls up the menu as it should. I can't toggle the SAS or RCS, I can't move the throttle, steer, anything. Just have to sit there and watch it plummet back to the ground with a half tank of gas and explode :(

#### History

##### #1 - 03/24/2013 06:26 PM - Rabblrouser

Would you happen to be piloting an unmanned probe? Perhaps you don't have electricity to power it? That would lock up controls.

##### #2 - 03/24/2013 08:09 PM - Snow

Rabblrouser wrote:

Would you happen to be piloting an unmanned probe? Perhaps you don't have electricity to power it? That would lock up controls.

I don't recall but that's very possible. Would that cause the boosters to not fire, etc?

##### #3 - 03/25/2013 12:40 PM - sal\_vager

- Status changed from New to Not a Bug

- Severity changed from High to Unworthy

- % Done changed from 0 to 100

Yes, if you used a probe and did not have enough batteries and solar panels, you would lose complete control of the craft after the batteries deplete.

If you can recreate this issue with a manned capsule or a powered probe then update this bug, but until then it's most likely a simple mistake :)

##### #4 - 03/25/2013 01:46 PM - Snow

sal\_vager wrote:

Yes, if you used a probe and did not have enough batteries and solar panels, you would lose complete control of the craft after the batteries deplete.

If you can recreate this issue with a manned capsule or a powered probe then update this bug, but until then it's most likely a simple mistake :)

Very sorry about that. I'm still new to the game, didn't know about the batteries. Sorry again and thanks for the help, guys. And thanks for not yelling at me lol

##### #5 - 04/18/2014 06:20 AM - steveayre

I've encountered this too during the training scenario 'To the Mun, part 1' - after getting captured by the Mun's gravity I used time warp to go from the Ap to the Pp. Accidentally set time warp far too high so did 4 days of orbits in a couple of seconds before going back to 1x quickly. None of the controls then respond so I can't burn retrograde.

Resources shows ElectricCharge is completely full. Everything has at least 50% remaining. Batteries aren't the reason.

Looking at the navball the SAS icon is stuck on the circular-arrows icon, possibly that's locking the controls out?

**#6 - 04/18/2014 06:31 AM - steveayre**

Additionally the controls are still locked out from the start if I return to the main menu and launch the training scenario again.

**#7 - 03/01/2015 08:27 AM - Tbone**

I've had this happen on manned craft with plenty of resources. I can even see my engine nozzle gimbal as I try to rotate.