

Kerbal Space Program - Bug #6006

MultiModeEngine and actions on the engine modules

12/01/2015 06:01 PM - Alchemist

Status:	Closed	Start date:	12/01/2015
Severity:	Low	% Done:	100%
Assignee:			
Category:	Parts		
Target version:	1.1.3		
Version:	1.0.5	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

Reproduction: create any craft with RAPIER. Then open the .craft file or open the .sfs file (after launching the craft) with any text editor and find the RAPIER part.

Note that on the primary ModuleEnginesFX all actions have active = False, however on the secondary ModuleEnginesFX this isn't added. This happens no matter which mode is actually active.

While not really breaking anything at least for now in the stock game(the action groups still correctly land on MultiModeEngine, and even if you edit the file to add an action group to the secondary mode, it still won't trigger while the RAPIER is in primary mode), it looks like something that would be supposed to happen for both engine modules, but misses one of them for some reason (hits the same module both times?)

History

#1 - 07/17/2016 09:41 AM - TriggerAu

- Status changed from New to Needs Clarification

#2 - 07/17/2016 07:58 PM - Alchemist

- Target version set to 1.1.3

still present as of 1.1.3.

here's a relevant bit of the persistence file. Note that the actions are really disabled only on one of the engine modules:

```
PART
{
    name = RAPIER
    <...>
    MODULE
    {
        name = MultiModeEngine
        isEnabled = True
        runningPrimary = True
        autoSwitch = False
        stagingEnabled = True
        EVENTS
        {
            <...>
        }
        ACTIONS
        {
            ModeAction
            {
                actionGroup = Custom01
            }
            ShutdownAction
            {
                actionGroup = Custom02
            }
            ActivateAction
            {
                actionGroup = Custom03
            }
        }
    }
}
```

```

        OnAction
        {
            actionGroup = Custom04
        }
    }
}
MODULE
{
    name = ModuleEnginesFX
    isEnabled = True
    staged = False
    flameout = False
    EngineIgnited = False
    engineShutdown = False
    currentThrottle = 0
    thrustPercentage = 100
    manuallyOverridden = False
    stagingEnabled = True
    thrustPercentage_UIFlight
    {
        controlEnabled = True
        minValue = 0
        maxValue = 100
        stepIncrement = 0.5
    }
    EVENTS
    {
        <...>
    }
    ACTIONS
    {
        OnAction
        {
            actionGroup = None
            active = False
        }
        ShutdownAction
        {
            actionGroup = None
            active = False
        }
        ActivateAction
        {
            actionGroup = None
            active = False
        }
    }
}
MODULE
{
    name = ModuleEnginesFX
    isEnabled = False
    staged = False
    flameout = False
    EngineIgnited = False
    engineShutdown = False
    currentThrottle = 0
    thrustPercentage = 100
    manuallyOverridden = True
    stagingEnabled = True
    thrustPercentage_UIFlight
    {
        controlEnabled = True
        minValue = 0
        maxValue = 100
        stepIncrement = 0.5
    }
    EVENTS
    {
        <...>
    }
    ACTIONS
    {
        OnAction
        {

```

```
        actionGroup = None
    }
    ShutdownAction
    {
        actionGroup = None
    }
    ActivateAction
    {
        actionGroup = None
    }
    }
}
<...>
}
```

#3 - 07/17/2016 07:59 PM - Alchemist

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

#4 - 07/18/2016 03:49 AM - TriggerAu

Thanks again Alchemist

#5 - 02/28/2018 12:47 AM - Squelch

- Status changed from Updated to Closed
- % Done changed from 10 to 100