

Kerbal Space Program - Bug #727

Alternator always runs and generates output if part is in active stage

05/29/2013 11:14 AM - Taverius

Status:	Closed	Start date:	05/29/2013
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	0.20	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

The Alternator module in engines always generates electric charge, regardless of whether the engine is generating thrust or even active, or flamed out, or has all resources needed.

Expected functionality is that if the engine is a) disabled b) flamed out c) throttle = 0, the alternator would not generate electric charge at no fuel cost.

History

#1 - 08/31/2015 01:43 PM - Squelch

- Status changed from New to Resolved

- % Done changed from 0 to 100

This appears to have been resolved long ago.

#2 - 07/17/2016 09:17 AM - TriggerAu

- Status changed from Resolved to Closed

Files

Alternator Test.craft	106 KB	05/29/2013	Taverius
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