

## Kerbal Space Program - Bug #755

### Jet engines and no control

06/03/2013 04:41 PM - uberubert

|                        |           |                     |              |
|------------------------|-----------|---------------------|--------------|
| <b>Status:</b>         | Not a Bug | <b>Start date:</b>  | 06/03/2013   |
| <b>Severity:</b>       | Normal    | <b>% Done:</b>      | 0%           |
| <b>Assignee:</b>       |           |                     |              |
| <b>Category:</b>       | Gameplay  |                     |              |
| <b>Target version:</b> |           |                     |              |
| <b>Version:</b>        | 0.20.2    | <b>Language:</b>    | English (US) |
| <b>Platform:</b>       | Any       | <b>Mod Related:</b> | No           |
| <b>Expansion:</b>      |           |                     |              |

#### Description

In some cases there seems to be an electrical shortage while having plentiful electricity. The probed craft will not respond if launched with too little power in the jet engines, it will just act like out of power even if it has power. Adding batteries seems to allow lower powered launch-thrusts. Adding even a single solar panel allows any powered thrust.

Note: This is in a savegame copied from 0.20 with FAR (areodynamic improvement mod, called ferram aerodynamic research. the game with the problem remains unmodded)

Full story with testing, update, screenshots and savegame/craftfile here:

<http://forum.kerbalspaceprogram.com/showthread.php/33853-%280-20-2%29-Jet-engines-and-no-control>

#### History

##### #1 - 07/10/2013 09:24 PM - APHSpace

- Status changed from New to Not a Bug
- Assignee set to Ted
- % Done changed from 0 to 100

The reason this happens is because the engine creates energy as fast as it is being used. If you add some batteries and a couple RTG's it should go with no throttle.

##### #2 - 07/31/2013 06:19 PM - Ted

- Assignee deleted (Ted)