Kerbal Space Program - Bug #13050

ModuleRCSFX's runningEffectName can only be "running"

10/19/2016 08:24 PM - JPLRepo

Status:	Closed		**Start date:**	09/18/2016
Severity:	Low		**% Done:**	100%
Assignee:				
Category:	Plugins/Add-Ons			
Target version:	1.2.1			
Version:	1.2.0		**Language:**	English (US)
Platform:	Windows		**Mod Related:**	No
Expansion:				

Description

Description
The effect associated with an *ModuleRCSFX* can only be named *running*, otherwise they are constantly on and not affected by the state of the RCS.

Steps to replicate
1) edit a .cfg file of a part using *ModuleRCSFX* , like *rcsBlockRV-105.cfg*
2) rename *running* under *EFFECTS* to anything, like *testeffect*
3) change the line *runningEffectName = running* under *MODULE>name = ModuleRCSFX* to *runningEffectName = testeffect*
4) test the modified part ingame, see the fx beeing constantly on

Notes
On the *ModuleEnginesFX*, renaming the associated effect is working, in comparison to *ModuleRCSFX*. The problem described herein is especially affecting modders that are building parts with both an *ModuleRCSFX* as well as an *ModuleEnginesFX*, like the RCS Blocks of a Briz upper stage.

Tested under Windows, should affect more (any?) platform

Problem with runningEffectName being defined as private field.

History

#3 - 10/19/2016 08:30 PM - JPLRepo

- Status changed from New to Investigating

- % Done changed from 0 to 20

#4 - 10/20/2016 04:48 AM - JPLRepo

- Status changed from Investigating to Confirmed

- % Done changed from 20 to 10

#5 - 10/23/2016 09:29 PM - TriggerAu

- Category set to Plugins/Add-Ons

- Status changed from Confirmed to Being Worked On

- Assignee set to TriggerAu

- % Done changed from 10 to 30

#6 - 11/02/2016 06:21 AM - JPLRepo

- Status changed from Being Worked On to Ready to Test

- Assignee deleted (TriggerAu)

- Target version set to 1.2.1

- % Done changed from 30 to 80

#7 - 11/06/2016 07:40 PM - JPLRepo

- Status changed from Ready to Test to Closed

- % Done changed from 80 to 100

Closing. Issue was resolved in KSP 1.2.1.

Files

error.png	368 KB	09/18/2016	InsaneDruid