

Kerbal Space Program - Bug #17166

[API] CommLink returns, sometimes, false info

01/31/2018 02:12 PM - Li0n

Status:	New	Start date:	01/31/2018
Severity:	Very Low	% Done:	0%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.3.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

When looking at the CommLink list of a vessel, with "Vessel.Connection.ControlPath", the info are not always right.

In the tracking station, switching the camera to a vessel before checking the values in the CommLink make it right. I've wrote a little plugin that display the value of the link for all vessel on a press of a touch, you can find it here (<https://github.com/Li0n-0/CommNetTry>), press "X" to display the link in the console.

On the screenshot attached you'll see that, in the tracking station, I'll display all the link, switch the camera to one of the vessel, display the link again : the link of the vessel the camera was switch to has been updated.

Unfortunately I couldn't find a reliable way to reproduce it, just enter and leave the tracking station until the values are off.

It has been discussed on the forum here :

<https://forum.kerbalspaceprogram.com/index.php?/topic/169912-commnetcommlink-return-sometimes-false-information/&do=findComment&comment=3273812>

Files

screenshot6.png

325 KB

01/31/2018

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