

Kerbal Space Program - Bug #19083

Landing gear not active upon spawn landed

05/26/2018 10:58 AM - jclovis3

Status:	New	Start date:	05/26/2018
Severity:	Low	% Done:	0%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	1.4.3	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Making History		

Description

When you spawn a vessel in a mission, and that vessel is on a launch pad, with landing gear down, the gear icon is lit up and pressing G to retract the gear works as expected.

Now change the spawn node to "landed" somewhere near by. With nothing else being changed, the vessel which was built in the VAB having gear down will be spawned gear down, but the gear icon will not be lit, requiring you to hit G twice to bring them up. I first noticed this with aircraft landing gear because you don't spawn them on the launch pad. More often then not, any aircraft spawned "landed" will have gear down. Ideally, the game should evaluate the components in the craft file and set gear down if any gear is down just as it does on the launch pad or runway in a regular game.

Files

Expected result as seen in Sandbox game upon launch.png	947 KB	05/26/2018	jclovis3
Spawned landed.png	1.12 MB	05/26/2018	jclovis3