

Kerbal Space Program - Bug #20003

Retractable ladder does not save it's state while it's animation is playing

09/11/2018 08:59 AM - Dagger

Status:	Confirmed	Start date:	09/11/2018
Severity:	Low	% Done:	10%
Assignee:			
Category:	Parts		
Target version:			
Version:	1.4.5	Language:	English (US)
Platform:	Linux, Windows	Mod Related:	No
Expansion:	Core Game		

Description

Reproduction steps:

- 1- Take a vessel with a retractable ladder
- 2- Extend the ladder
- 3- **While the ladder is extending**, go to tracking station
- 4- Switch back to the vessel with the ladder

CURRENT BEHAVIOUR:

The ladder is retracted, as the protovessel was saved **incorrectly** with it's RetractableLadder part module field StateName as "Retracted"

EXPECTED BEHAVIOUR:

The ladder should be extended, as the protovessel was saved **correctly** with it's RetractableLadder part module field StateName as "Extended"

Explanation:

At this point the ladder should be extended as the "StateName" field (the one that has the isPersistant=true) should be "Extended". The problem is that this field is changed at the **END** of the KFSMEvents: "st_retracted" and "st_extended"

Ideally, the StateName field should be modified **BEFORE** calling the KFSMEvent, for example in the method: **Retract()** and **Extend()**

Fortunately, this is a very easy fix ;)

History

#1 - 01/12/2019 09:46 AM - Nebbie

- Status changed from New to Confirmed
- % Done changed from 0 to 10
- Platform Linux added

Confirmed in 1.6.1, but is this really a problem? I think, ideally, it should save how extended something was and that it's extending, so that it can continue where it left off, but if it has to choose one of the two states like it does right now, I think it's a bad idea to assume things were able to finish while time was frozen.