

# Kerbal Space Program - Bug #2017

## SAS and RCS lock

01/04/2014 11:29 AM - sciencegey

<b>Status:</b>	Closed	<b>Start date:</b>	01/04/2014
<b>Severity:</b>	Low	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Controls and UI		
<b>Target version:</b>			
<b>Version:</b>	0.23	<b>Language:</b>	English (US)
<b>Platform:</b>	Win32	<b>Mod Related:</b>	No
<b>Expansion:</b>			

### Description

The SAS and RCS randomly locks up. It is totally unpredictable and has only happened 5 times before over the past year. According to the timer the lock will end in 1.630869213 weeks. As the bug is totally random, I cannot create reproduction instructions.

### History

#### #1 - 02/12/2014 04:23 AM - sciencegey

It happened again, but only after time-warping then switching to another vessel. The vessel I was in original had this happen, but it was only a few minutes, but the interesting thing was that the time counter in the top left was exactly the value that the control lock was active for, but the counter seemed to have gone back in time and the T+ time was counting down instead of up.

#### #2 - 02/23/2014 08:38 AM - sciencegey

Why has no-one updated this yet? It has happened again, but this time it destroyed my Munar Base (SAS stuck on when I was going at 90 degrees to the surface, fortunately I quick-saved, but someone else might have not).

#### #3 - 07/27/2015 06:05 PM - Squelch

- Platform Win32 added
- Platform deleted (Windows)

#### #4 - 11/19/2015 05:39 PM - sal\_vager

- Status changed from New to Need More Info
- Severity changed from Normal to Low

More information is required on this, such as your save files, craft and logs.

No one else seems to be experiencing this issue.

#### #5 - 07/17/2016 09:40 AM - TriggerAu

- Status changed from Need More Info to Needs Clarification

#### #6 - 08/08/2016 12:53 PM - TriggerAu

- Status changed from Needs Clarification to Closed
- % Done changed from 0 to 100

Closing this report out for now. If you find it is still occurring in the latest version of KSP please open a new report (and this one can be linked to it.) For best results, the wiki contains really useful info for when creating a report <http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>.

You can also ask questions about the bug cleanup in the forum here:

<http://forum.kerbalspaceprogram.com/index.php?/topic/143980-time-to-clean-up-the-bug-tracker/> and tag @TriggerAu to get my attention

### Files

bug_lock.png	464 KB	01/04/2014	sciencegey
bug_lock_1.png	326 KB	01/04/2014	sciencegey