

## Kerbal Space Program - Bug #20184

### No SAS control despite having power and a pilot

10/04/2018 11:48 PM - Nebbie

<b>Status:</b>	New	<b>Start date:</b>	10/04/2018
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Controls and UI		
<b>Target version:</b>			
<b>Version:</b>	1.4.5	<b>Language:</b>	English (US)
<b>Platform:</b>	Linux	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

#### Description

Apologies in advance for this being one where I'm not entirely sure how to reproduce (and didn't make a save).

Anyways, I was doing a rescue contract with the usual minor orbital adjustments and then going to the space center to timewarp using the next day button; on returning to the craft for the last rescue, I found that SAS was completely inactive despite appearing to be turned on (and did not allow setting of its mode).

I suspect that the craft, which had a limited battery power and some solar panels in Low Kerbin Orbit, lost power during timewarping, and did not properly restore SAS functionality when it regained power.

After transferring the finale rescue target over, SAS functionality was back to normal. This did not happen for the other rescue attempts, but I was using the Tracking Station's timewarp instead of the next day button for those, so it's possible that there is some difference between them in regards to vessel states updating.