Kerbal Space Program - Bug #22683

Piston extension limit breaking when reverting back to editor.

05/30/2019 06:10 PM - dok_377

Status:	Closed	**Start date:**	05/30/2019
Severity:	Low	**% Done:**	100%
Assignee:			
Category:	Parts		
Target version:	1.7.2		
Version:	1.7.1	**Language:**	English (US)
Platform:	Windows	**Mod Related:**	No
Expansion:	Breaking Ground		

Description

Steps to reproduce:

1. Take every piston.
2. Limit the extension.
3. Launch craft.
4. Revert back to editor.

After these steps extension limit just sticks to whatever value you set it to and completely breaks the part. It can even be done several times. The only way to fix that is to take a new part, craft reloading doesn't work.

Video demonstration: https://youtu.be/Xdt2EoSrpWM

History

#1 - 05/30/2019 06:24 PM - Technicalfool

- Status changed from New to Confirmed

- % Done changed from 0 to 10

#3 - 06/12/2019 10:44 PM - DV-13

Seems to be fixed in 1.7.2.

#4 - 06/12/2019 11:52 PM - nestor

- Status changed from Confirmed to Ready to Test

- Target version set to 1.7.2

- % Done changed from 10 to 80

#5 - 06/13/2019 01:29 AM - dok_377

- Status changed from Ready to Test to Resolved

- % Done changed from 80 to 100

Seems to be working as intended now. Changing to Resolved at this time.

#6 - 06/17/2019 07:01 PM - chris.fulton

- Status changed from Resolved to Closed