

Kerbal Space Program - Bug #22699

Inconsistent locking availability for unmotorized parts

05/31/2019 10:03 AM - DV-13

Status:	Confirmed	Start date:	05/31/2019
Severity:	Low	% Done:	10%
Assignee:			
Category:	Parts		
Target version:			
Version:	1.7.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground		

Description

It is possible to lock a part only once after a motor was disengaged. Personally, I would like to always be able to lock unmotorized parts.

Steps to reproduce:

1. Add a part, put a hinge on it and a part on that hinge
2. Launch
3. Disengage the motor
4. Lock - hinge locks
5. Unlock - hinge unlocks
6. Lock again - hinge does not lock

Video demonstration:

<https://youtu.be/nALiPi9ctTw>

History

#1 - 05/31/2019 10:06 AM - DV-13

Works with all hinges, including alligators.

#2 - 06/01/2019 08:45 AM - Anth12

- Status changed from New to Confirmed

- % Done changed from 0 to 10

Ive had that problem too. Confirmed

#3 - 06/13/2019 01:56 AM - dok_377

1.7.2 did not fix that.