Kerbal Space Program - Bug #22820

Breaking Ground. Any locked motorized part resets position to half after scene change.

06/08/2019 01:11 AM - dok 377

Status: Closed Start date: 06/08/2019 Severity: Low % Done: 100% Assignee: Category: Parts Target version: 1.7.2 Version: 1.7.1 English (US) Language: Platform: Windows Mod Related: No **Expansion:** Breaking Ground, Core Game

Description

Steps to reproduce:

- 1. Take any robotic part (except the rotor part, that part works fine by the looks of it).
- 2. Deploy that part in flight.
- 3. Lock it.
- 4. Leave scene and return to your craft.

After those steps you will observe the result of this bug: the part just resets to the half deployed position until you unlock it again, then it just goes back to deployed position.

Video demo #1: https://youtu.be/JOTSaak0LaY Video demo #2: https://youtu.be/MVtX5IAIUU8

History

#1 - 06/08/2019 08:21 AM - dok 377

- File Untitled Space Craft.craft added

#2 - 06/12/2019 07:49 PM - chris.fulton

- Status changed from New to Ready to Test
- Target version set to 1.7.2
- % Done changed from 0 to 80

Several Changes and bug fixes have been made, moving this bug to RTT and can you check it in 1.7.2.2555?

#3 - 06/13/2019 01:22 AM - dok_377

- Status changed from Ready to Test to Not Fixed
- % Done changed from 80 to 50

chris.fulton wrote:

Several Changes and bug fixes have been made, moving this bug to RTT and can you check it in 1.7.2.2555?

All parts seem to be working fine now, except pistons. I recorded a video showing the new strange behavior: https://youtu.be/xPApFxZ3PkU
And on top of that, this particular bug with locking is fixed, but not on pistons, as shown at 2:26 in the video. Changing this to Not Fixed due to that.

#4 - 10/18/2019 12:49 AM - dok_377

- Status changed from Not Fixed to Resolved
- % Done changed from 50 to 100

#5 - 10/22/2019 04:03 PM - chris.fulton

- Status changed from Resolved to Closed

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Untitled Space Craft.craft 69.1 KB 06/08/2019 dok_377

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