

## Kerbal Space Program - Bug #22844

**Breaking Ground. Robotic parts are controlled by controllers even after separation, and when no probe core is attached.**

06/10/2019 11:01 PM - OboTheHobo

<b>Status:</b>	Closed	<b>Start date:</b>	06/10/2019
<b>Severity:</b>	Low	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Parts		
<b>Target version:</b>	1.7.3		
<b>Version:</b>	1.7.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Breaking Ground		

### Description

#### DESCRIPTION:

Basically the title, but that wouldn't make sense because they are two separate craft. Even after separating parts the robotic parts still respond to the controller.

#### REPLICATION:

Take any craft with control, and put a separator or decoupler on it, and put robotic parts and power on it, but no control.

Put a controller on the main part of the craft and make it move the robotic parts on the decoupler.

Go to launchpad/runway, play the controller once, then detach the parts. Then reverse the controller. The robotic parts on the separated craft move.

### History

#### #2 - 06/13/2019 06:41 PM - just\_jim

- Status changed from *New* to *Confirmed*

- % Done changed from 0 to 10

#### #3 - 07/16/2019 12:16 AM - chris.fulton

- Status changed from *Confirmed* to *Ready to Test*

- Target version set to 1.7.3

- % Done changed from 10 to 80

Several Changes and bug fixes have been made, moving this bug to RTT and can you check it in 1.7.3.2594?

#### #4 - 02/21/2020 01:22 AM - chris.fulton

- Status changed from *Ready to Test* to *Resolved*

- % Done changed from 80 to 100

#### #5 - 02/21/2020 01:22 AM - chris.fulton

- Status changed from *Resolved* to *Closed*