

## Kerbal Space Program - Bug #23181

### Pistons doesn't consume electricity.

07/14/2019 03:00 PM - dok\_377

<b>Status:</b>	Closed	<b>Start date:</b>	07/14/2019
<b>Severity:</b>	Low	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Parts		
<b>Target version:</b>			
<b>Version:</b>	1.7.3	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Breaking Ground, Core Game		

#### Description

There's really nothing to explain, the title says it all, just take any piston and deploy it. It doesn't consume any electricity at all.

Video: <https://youtu.be/cq-P8SFTprE>

#### History

##### #1 - 07/15/2019 05:36 AM - Anonymous

Touching the 'Traverse rate' control restores proper behavior, as a workaround.

##### #2 - 10/18/2019 12:49 AM - dok\_377

This issue was fixed in 1.8 release.

##### #3 - 10/18/2019 03:18 PM - Robert.Keech

- Status changed from *New* to *Updated*

- % Done changed from 0 to 10

##### #4 - 10/18/2019 03:18 PM - Robert.Keech

- Status changed from *Updated* to *Resolved*

- % Done changed from 10 to 100

##### #5 - 10/18/2019 04:09 PM - chris.fulton

- Status changed from *Resolved* to *Closed*