

## Kerbal Space Program - Bug #23819

### AIRBRAKES "toggle" action only retracts airbrakes when triggered in KAL-1000

10/07/2019 08:28 AM - AHHans

<b>Status:</b>	Closed	<b>Start date:</b>	10/07/2019
<b>Severity:</b>	Low	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Parts		
<b>Target version:</b>	1.8.0		
<b>Version:</b>	1.7.3	<b>Language:</b>	English (US)
<b>Platform:</b>	Linux	<b>Mod Related:</b>	No
<b>Expansion:</b>	Breaking Ground, Core Game		

#### Description

As the title says: when using a KAL-1000 to trigger the "toggle" action of the airbrakes, then this will only retract the airbrakes (if they were extended previously) but will not extend them if they are retracted.

The attached test craft will play the KAL sequence on action-1 and "manually" toggle the airbrakes on action-2. Pressing <1> will not extend the airbrakes, but will retract them if they were extended before. Pressing <2> will extend/retract the airbrakes as expected.

Tested with KSP 1.7.3.2594 and BG 1.2.0 on Linux

#### History

##### #1 - 10/17/2019 07:45 AM - AHHans

O.K. This seems to be fixed in version 1.8.0 (BG 1.3.0)

##### #2 - 10/17/2019 04:46 PM - victorr

- Status changed from New to Ready to Test

- Target version set to 1.8.0

- % Done changed from 0 to 80

We've made some changes in 1.8.0 and would like some feedback about this issue.

##### #3 - 10/17/2019 05:01 PM - AHHans

Well, what I meant with my report earlier today is that as far as I can see it works fine now. ;-)

##### #4 - 11/01/2019 04:14 PM - just\_jim

- Assignee set to just\_jim

##### #5 - 12/04/2019 07:05 PM - victorr

- Assignee deleted (just\_jim)

##### #6 - 02/21/2020 01:39 AM - chris.fulton

- Status changed from Ready to Test to Resolved

- % Done changed from 80 to 100

##### #7 - 02/21/2020 01:39 AM - chris.fulton

- Status changed from Resolved to Closed

#### Files

KAL-Airbrakes Test.craft	20.1 KB	10/07/2019	AHHans
--------------------------	---------	------------	--------