

# Kerbal Space Program - Bug #23962

## MK3 Cockpit Lights Broken

10/18/2019 10:25 PM - Muddr

<b>Status:</b>	Closed	<b>Start date:</b>	10/18/2019
<b>Severity:</b>	Low	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Parts		
<b>Target version:</b>	1.8.1		
<b>Version:</b>	1.8.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Breaking Ground, Core Game, Making History		

### Description

The MK3 Cockpit (Shuttle) 'Toggle Lights' button is broken. It only says 'Toggle' and will throw an NullReferenceException when clicked.

When adding the part to SPH/VAB, the console prints the following message:

ModuleAnimateGeneric: Could not find animation component 'Mk3Cockpit\_Shuttle' - on part mk3Cockpit.Shuttle failed to load! Check the model file

### History

#### #1 - 10/19/2019 02:41 PM - Anth12

- File screenshot1.png added
- File screenshot2.png added
- File screenshot3.png added
- Status changed from New to Confirmed
- % Done changed from 0 to 10

Confirmed

Screenshot 1: shows the can not find animation component  
Screenshot 2: shows that the action menu doesnt even have the option for lighting  
Screenshot 3: shows exception when trying to turn on the light via the key 'U'

#### #2 - 10/20/2019 02:58 AM - jclovis3

Could be related to Bug [#23915](#) "Lights won't turn on with keyboard shortcut or lights icon from next to altimeter"

#### #4 - 10/22/2019 11:07 PM - Cybot

- Expansion Breaking Ground, Making History added

the mk3 cockpit is also causing excessive 'bouncing' when any landing gear is used. no stress on landing gear is registered during the bouncing.

#### #5 - 10/27/2019 10:14 PM - vrampal

Looks like the following issues are related:  
<https://bugs.kerbalspaceprogram.com/issues/23915>  
<https://bugs.kerbalspaceprogram.com/issues/23962>

Cockpit Mk3 lights are broken.

#### #6 - 10/29/2019 08:56 PM - klesh

I can confirm that this is fixed in 1.8.1. I cannot move Status to Resolved.

#### #7 - 10/29/2019 09:42 PM - victorr

- Status changed from Confirmed to Ready to Test
- Target version set to 1.8.1
- % Done changed from 10 to 80

**#8 - 10/29/2019 10:51 PM - Anth12**

- File screenshot0.png added
- File screenshot1.png added
- File screenshot2.png added
- Status changed from Ready to Test to Resolved
- % Done changed from 80 to 100

No NullRefs or unusual log entries. Resolved

**#9 - 10/29/2019 11:52 PM - chris.fulton**

- Status changed from Resolved to Closed

**Files**

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screenshot1.png	900 KB	10/19/2019	Anth12
screenshot2.png	1.24 MB	10/19/2019	Anth12
screenshot3.png	819 KB	10/19/2019	Anth12
screenshot0.png	1.11 MB	10/29/2019	Anth12
screenshot1.png	1.13 MB	10/29/2019	Anth12
screenshot2.png	1.04 MB	10/29/2019	Anth12