

Kerbal Space Program - Bug #24242

Unmotorized pistons reset their position to the last deployed value when locked.

10/30/2019 09:42 AM - dok_377

Status:	Resolved	Start date:	10/30/2019
Severity:	Low	% Done:	100%
Assignee:	Technicalfool		
Category:	Parts		
Target version:	1.12.0		
Version:	1.8.1	Language:	English (US)
Platform:	Linux, Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game		

Description

It's fairly hard to explain in text, by I'll try anyway. Here's the steps to reproduce this:

1. Take any sized piston. Make sure the "On Power Loss" flag is set to free.
2. Launch it and deploy it to any value.
3. Unmotorize it.
4. Lock it.

It will reset to the last value it was previously set to instead of keeping its position.

5. Now motorize it again and change the deployment value.
6. Try to unmotorize it again.

For some reason this button refuses to work after the first unmotorization. If you try to unmotorize the piston again, it will do so for a split second and then will immediately reset to motorized. I don't know why this is happening. It can be fixed by switching scene.

7. When you switch scene, unmotorize the piston again.
8. Lock it again.

It will reset to this new value that you just set it to instead of keeping its position. It will happen even against the force of gravity. Also, this whole thing is happening even when you unmotorize the piston in the editor and then try to lock it.

Video #1: <https://youtu.be/13a61mAlZaw>

Video #2: <https://youtu.be/qgMNO4nCius>

You can't see my cursor (thanks nvidia), but when the PAW is flashing - I'm trying to press the motorization button (explanation after the step 6).

History

#1 - 10/30/2019 09:46 AM - dok_377

- Description updated

#2 - 10/30/2019 09:47 AM - dok_377

- File Piston Behavior 2.craft added

- File Piston Behavior.craft added

#3 - 10/30/2019 03:57 PM - Technicalfool

- Status changed from New to Confirmed

- Assignee set to Technicalfool

- % Done changed from 0 to 10

- Platform Linux added

Confirmed with some caveats: The piston does not extend to its previous value here, but it does jiggle rather disconcertingly. In any case, I don't think this should be happening.

#5 - 06/24/2021 11:09 PM - victorr

- Status changed from *Confirmed* to *Ready to Test*
- Target version set to 1.12.0
- % Done changed from 10 to 80

We have made some changes in this last 1.12.0 release and would like some feedback on this issue. Thanks.

#6 - 08/06/2021 07:07 PM - Technicalfool

- Status changed from *Ready to Test* to *Resolved*
- % Done changed from 80 to 100

This should now be fixed. Please continue to report robotics bugs as you find them.

Files

Piston Behavior 2.craft	15.8 KB	10/30/2019	dok_377
Piston Behavior.craft	30.2 KB	10/30/2019	dok_377