

Kerbal Space Program - Bug #24352

Motorized hinges, after one lose of power, don't show target angle, rate or reset their position.

11/09/2019 02:13 AM - ericd_edz

Status:	Confirmed	Start date:	11/09/2019
Severity:	Low	% Done:	10%
Assignee:			
Category:	Parts		
Target version:			
Version:	1.8.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground		

Description

I was using symmetric placed G00-Hinge in a rover, to bend up and down a Rovemax model m1, to make it more compact to storage.

I was driving the rover and when the electricity over, the hinges get weak and the rover belly touch ground like is expected (Auto shift state was disabled). After recharged, I right click on a G00 Hinge and it shows "motor disengaged", I engaged the motor and after it don't show the bars of target angle, rate. Only the motor torque bar. The option to reset their position do nothing..

It happened several times, I tried many things to make the hinge work after that. Changed all hinge options (even Auto shift State) in Spaceplane Hangar or on runaway, change hinge position, direction, symmetric placed or not. Leave to Space Center and back to the ship sometimes worked.

History

#1 - 11/10/2019 05:47 AM - Anth12

Got a quick save of it happening? and the scene it was in. ie other crafts?

#2 - 11/12/2019 02:36 AM - ericd_edz

ericd_edz wrote:

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It happened several times, I tried many things to make the hinge work after that. Changed all hinge options (even Auto shift State) in Spaceplane Hangar or on runaway, change hinge position, direction, symmetric placed or not. Leave to Space Center and back to the ship sometimes worked.

Example N1:

<https://youtu.be/pczII9QrqoM>

After recharge and engage motor, there is no angle and rate options.

Example N2:

<https://youtu.be/lqatagy84zo>

After recharge and engage motor, randomly the front left wheel don't show angle and rate options. After leave to KSC and Back to ship, show options but the hinge didn't move.

#3 - 11/12/2019 07:59 AM - Anth12

- File Problem without advanced tweakables.png added

- File Problem with Advanced Tweakables.png added

- Status changed from New to Confirmed

- % Done changed from 0 to 10

Confirmed.

Note the issue is inconsistently happening for me for some reason

A work around is the following:

1. Enable advanced tweakables to get more options.
2. Then Unlock the problem hinge

#4 - 11/12/2019 06:38 PM - ericd_edz

Anth12 wrote:

Confirmed.

Note the issue is inconsistently happening for me for some reason

A work around is the following:

1. Enable advanced tweakables to get more options.
2. Then Unlock the problem hinge

Cool! thanks!

#5 - 11/14/2019 07:39 AM - Spion1

Same reported here :

<https://bugs.kerbalspaceprogram.com/issues/24325>

#6 - 02/16/2020 05:00 PM - LittleBitMore

I would like to change the priority to something a little higher ("normal seems good to me), as this has botched a lot of my important career missions beyond repair (this might be because I'm a robotics addict). However, I don't know how, as I joined the bugtracker yesterday.

Files

Problem without advanced tweakables.png	1.32 MB	11/12/2019	Anth12
Problem with Advanced Tweakables.png	1.21 MB	11/12/2019	Anth12