

Kerbal Space Program - Bug #24428

KAL-1000 tracks vanish after a save-load on deployed craft

11/26/2019 02:48 AM - MattStryker

Status:	Confirmed	Start date:	11/26/2019
Severity:	Low	% Done:	10%
Assignee:			
Category:	Bug Tracker		
Target version:			
Version:	1.8.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

This was an issue on 1.7, but was then fixed. NOW with 1.8 this issue is back with a vengeance. I am guessing it has something to do with the fact that you can now edit action groups after launch. I have so many deployed ships and stations and landers, and now none of them have working robotics tracks! The problem is not just with older ships, but new ships do this as well. When I check the track editor with the new button, I find that all the tracks are simply gone.

I have searched through the bug reports as best I can for this bug, but it seems no one has reported it on 1.8 after it was fixed with 1.7.

History

#1 - 11/27/2019 12:53 AM - Anth12

I've experienced this as well, however I was focusing on another problem at the time.

Can you supply a craft file that you know this will happen on?

#2 - 06/10/2020 03:45 PM - Robert.Keech

- Status changed from New to Updated

- % Done changed from 0 to 10

Can you please provide a craft file where the bug occurs

#3 - 06/10/2020 07:20 PM - Anth12

- File ForkLift VAB Plus SPH.sfs added

- File ForkLift 191 SPH.craft added

- File ForkLift 191 VAB.craft added

- File KSP Tracks Missing.log added

Important information:

ForkLift 191 SPH and **ForkLift 191 VAB** are EXACTLY the same craft but don't remove each other's tracks.

ForkLift 191 VAB was created by moving to the VAB from the SPH and resaving and launching the craft

How to replicate:

1. Load **ForkLift VAB Plus SPH.sfs**
2. Check Tracks of each craft to make sure they are there
3. Go to **SPACE_CENTER**
4. Load and Launch **ForkLift 191 SPH.craft** via the **SPH** (or **runway**)
5. New Craft has its tracks but existing **ForkLift 191 SPH** is missing its track (**ForkLift 191 VAB** is fine)
6. Revert to Launch
7. Both New Craft and existing **ForkLift 191 SPH** are missing their tracks (**ForkLift 191 VAB** is still fine)

Note:

To have **ForkLift 191 VAB** have the same problem. Launch it from the VAB.

Additional Information:

KSP Tracks Missing.log is the log file

Look for "[ModuleRoboticController]: Unable to find Controlled Part in vessel" for where its indicating a problem.

#4 - 06/10/2020 07:33 PM - Anth12

Sorry, it needed a bit more than just a craft file to explain the problem

#5 - 06/10/2020 07:40 PM - Anth12

- *Status changed from Updated to Confirmed*

Related to [#22728](#)

[#22728](#) was set to resolved when I don't think it was fixed at all?

#7 - 10/06/2021 08:11 AM - Anth12

This is resolved.

Files

ForkLift VAB Plus SPH.sfs	376 KB	06/10/2020	Anth12
ForkLift 191 SPH.craft	149 KB	06/10/2020	Anth12
ForkLift 191 VAB.craft	149 KB	06/10/2020	Anth12
KSP Tracks Missing.log	474 KB	06/10/2020	Anth12