

Kerbal Space Program - Bug #24867

Robotics parts still motorized when toggled to unmotorized

02/16/2020 03:24 AM - Jatwaa

Status:	Confirmed	Start date:	02/16/2020
Severity:	Low	% Done:	10%
Assignee:	victorr		
Category:	Parts		
Target version:			
Version:	1.9.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game		

Description

When a motorized part is toggles to unmotorized and free, the part still is motorized. Tested in 1.9 with the hinge and servo.

To replicate, connect the hinge or servo. Then set the parts to unmotorized and free. When in the flight scene, the part will still react with or without the KAL.

Related issues:

Related to Kerbal Space Program - Bug #24866: Breaking Ground Hinges no longe...

Resolved

02/16/2020

History

#1 - 02/16/2020 04:08 AM - LittleBitMore

- Expansion Breaking Ground added

#2 - 02/17/2020 04:46 AM - JPLRepo

- Related to Bug #24866: Breaking Ground Hinges no longer free swing added

#3 - 03/04/2020 04:54 PM - victorr

- Status changed from New to Confirmed

- Assignee set to victorr

- % Done changed from 0 to 10