

## Kerbal Space Program - Bug #25763

### Locked Piston can extend on loading scene.

07/11/2020 02:39 AM - Anth12

<b>Status:</b>	New	<b>Start date:</b>	07/11/2020
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Physics		
<b>Target version:</b>			
<b>Version:</b>	1.10.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Breaking Ground		

#### Description

1. Load "Lock Piston Bug.sfs"
2. Hold down 'H' (translation Forward) for a few seconds which the pistons are bound to in the action menus
3. F5
4. F9

Can do it via Space Center or tracking station as well.

Note: Doesnt happen on retracting.

#### Additional Information

Not sure if the pistons target extension should be moving when its locked and hidden from the player.  
Should at least be an option to have it not change its value maybe when its locked.

#### Files

Lock Piston Bug.sfs	90.3 KB	07/11/2020	Anth12
H is pressed then F5.png	2.24 MB	07/11/2020	Anth12
On reloading Scene.png	2.09 MB	07/11/2020	Anth12