

## Kerbal Space Program - Feedback #25813

### Unlock robotic part automatically if target angle/extension changes.

07/19/2020 03:42 PM - jukkamuhonen@hotmail.com

<b>Status:</b> New	
<b>Severity:</b> Low	
<b>Assignee:</b>	
<b>Category:</b> Robotics	
<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	
<b>Description</b> Robotic parts should have auto-lock feature when used and not used. Currently unlocking and locking stuff is quite frustating. Make people option to unlock parts tho when needed to make flexible joints.	