

## Kerbal Space Program - Bug #25873

### KAL -1000 Play position action group does not work as intended

07/31/2020 12:24 PM - dnbattley

<b>Status:</b>	New	<b>Start date:</b>	07/31/2020
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Robotics		
<b>Target version:</b>			
<b>Version:</b>	1.10.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Linux	<b>Mod Related:</b>	No
<b>Expansion:</b>	Breaking Ground		

#### Description

The KAL-1000 "play position" action group behaves unexpectedly: when connecting one KAL to control another KAL via the play position it seemingly connects the relative play position of both KALs rather than accepting the input of the control. Thus, setting one KAL "controller" to set another KAL "subordinate" to e.g. position 0 it instead plays subordinate from 0->1 in tandem (i.e. not respecting the play speed or track length of subordinate) with the play position of controller. Changing controller priority has no effect. Editing KAL in flight has no effect. The value of the "play position" setting has no effect.

The effect can also be daisy-chained (e.g. Controller sets play position of subordinate, which in turn sets play position of "additional", and all three KALs will play through in tandem when controller is activated).

To recreate, simply add two KALs, using one to control the play position of the other. The effect is recreated in both the VAB editor (by "scrolling" through the controller play position) and in flight.

#### Related issues:

Related to Kerbal Space Program - Bug #27084: KAL -1000 Play position action ...

**New**

**01/19/2021**

#### History

##### #2 - 10/27/2020 11:26 AM - dnbattley

Since this bug has not been confirmed, I assume it was not immediately clear what the issue is, so add pictures:

Here are two KAL's. The upper KAL (A) is set to determine the play position of the lower KAL (B)

However, as can be seen from the pictures, moving the play position of KAL A is causing the play position of KAL B to vary exactly with the play position of KAL A, and not with the SET VALUE of the play position within KAL A's editor (which would be the expected behaviour)

Hv2HdP6.png  
HHP7ZZx.png  
Hy6Sol1.png

##### #3 - 01/19/2021 05:29 PM - jukkamuhonen@hotmail.com

Confirmed:

Now i noticed this bug when i actually needed it. I can't put this on confirm state, some update on this site?

##### #5 - 06/25/2021 07:49 AM - TriggerAu

- Related to Bug #27084: KAL -1000 Play position action group does not work as intended added