

## Kerbal Space Program - Bug #26869

### Light blink configuration auto reset

12/18/2020 06:46 AM - \_Forgive\_

<b>Status:</b>	New	<b>Start date:</b>	12/18/2020
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Parts action window		
<b>Target version:</b>			
<b>Version:</b>	1.11.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

#### Description

Whenever load a craft in VAB or SPH,all the lights are shown as "blink off" status,no matter whether it was set into "blink on" status before.

However it doesn't affect real blink mode in flight.It's only a display bug.

Besides,it takes 2 clicks to toggle blink on of any kind of lights,and 1 click to toggle it off.Another display bug.