

Kerbal Space Program - Bug #26878

Cannot Toggle servolsLocked variable on in-game part GUI menu in-flight.

12/18/2020 06:12 PM - YakNasty

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|------------------------|--|---------------------|--------------|
| Status: | New | Start date: | 12/18/2020 |
| Severity: | Low | % Done: | 0% |
| Assignee: | | | |
| Category: | Robotics | | |
| Target version: | | | |
| Version: | 1.11.0 | Language: | English (US) |
| Platform: | Windows | Mod Related: | No |
| Expansion: | Breaking Ground, Core Game, Making History | | |

Description

When using a vanilla game any robotic part that loses power intermittently is locked and will not unlock when power is reactivated. According to the save file on all the affected parts the servolsLocked variable is set to true. The only way to clear this error is to manually edit the save game file outside of the game when this should be accomplished in-game. This function needs to be fixed as a normal player would not know how to manually fix this and a player should not have to exit the game, manually modify save files, and restart the game whenever a craft loses power.