

Kerbal Space Program - Bug #26904

Landing gear lights stuck "on" regardless of lights on/off

12/21/2020 09:46 AM - wisdomsavingsthrow

Status:	Duplicate	Start date:	12/21/2020
Severity:	Low	% Done:	100%
Assignee:			
Category:	Parts		
Target version:			
Version:	1.11.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

As the title says - 1.11's new lighting system appears to have left out landing gear, so that the parts always appear 'on' regardless of if they're actually on or not. Only mod running here is Scatterer (no effect on parts).

History

#1 - 12/21/2020 01:18 PM - klesh

Duplicate of <https://bugs.kerbalspaceprogram.com/issues/26857>

#2 - 01/08/2021 04:34 PM - just_jim

- Status changed from New to Duplicate

- % Done changed from 0 to 100

Files

screenshot14.png	1.67 MB	12/21/2020	wisdomsavingsthrow
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