

## Kerbal Space Program - Bug #26972

### Surface and stock lights won't turn back on after being switched off

01/05/2021 01:45 PM - Spoonifer

<b>Status:</b>	Need More Info	<b>Start date:</b>	01/05/2021
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Controls and UI		
<b>Target version:</b>			
<b>Version:</b>	1.8.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Breaking Ground, Core Game, Making History		

#### Description

Updated my mods and installed a few new ones so difficult to say where this bug originates from.

On switching to a ship the lights are on. When I turn them off they snap off suddenly without the usual slow fade. It is then impossible to turn them on again. If I switch away to another ship and then return to the original then the lights are back on again.

KSP Version 1.8.1.2694

I have attached the CKAN mods export list (there's a lot but the game performance doesn't seem to suffer much)

#### History

##### #1 - 01/05/2021 01:50 PM - Spoonifer

- File *KSPmods.txt* added

Simple mod list attached

##### #2 - 01/05/2021 02:36 PM - victorr

- Status changed from *New* to *Need More Info*

We're unable to reproduce the issue on a clean install of the game. Unfortunately we cannot provide support for mods. Could you try this bug on stock versions and then pinpoint which mod is misbehaving? The modder could help correct the issue.

##### #3 - 01/05/2021 02:55 PM - Spoonifer

victorr wrote:

We're unable to reproduce the issue on a clean install of the game. Unfortunately we cannot provide support for mods. Could you try this bug on stock versions and then pinpoint which mod is misbehaving? The modder could help correct the issue.

Hi Victorr, sure, I will start this process now.

##### #4 - 07/30/2021 02:56 PM - VoidSquid

Just had the same issue here, KSP 1.10.1 Beyond Home, I found the culprit to be Surface Mounted Lights (1.18, latest compatible version for KSP 1.10.1).

KSP.log says:

```
[ERR 16:51:30.243] Module ModuleLightEva threw during OnStart: System.MissingMethodException: void ModuleLight.ToggleLights() at Part.ModulesOnStart () [0x00120] in <c1858a3f77504bd1aaa946fdccf84670>:0
```

Interestingly, the issue does not occur on my regular KSP career (1.10.1. too), I changed only a few mods (minus SVE, plus Kopernicus, and a few changes more) between both installations, hence I assume it's SML interacting strangely with another mod.

#### Files

KSP1.81.1 mods.ckan	6.16 KB	01/05/2021	Spoonifer
KSPmods.txt	4.6 KB	01/05/2021	Spoonifer