

Kerbal Space Program - Bug #27084

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

01/19/2021 07:00 PM - jukkamuhonen@hotmail.com

Status:	New	Start date:	01/19/2021
Severity:	Low	% Done:	0%
Assignee:			
Category:	Robotics		
Target version:			
Version:	1.11.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground		

Description

When Kal1 controls Kal2 play position, it doesn't follow graph. Instead it just copies play position of Kal1 for Kal2, and doesn't mind about command nodes.

This was old Bug, so i had to make new thread to wake this up, and this is now confirmed.

Related issues:

Related to Kerbal Space Program - Bug #25873: KAL -1000 Play position action ...	New	07/31/2020
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History

#1 - 01/19/2021 07:01 PM - jukkamuhonen@hotmail.com

Original thread: <https://bugs.kerbalspaceprogram.com/issues/25873>

I don't know why but i can't get it confirmed. Too old?

#2 - 01/19/2021 10:51 PM - Anth12

I have lost that ability as well.

I think we have lost access due to at least 2 spammers who recently came in here and changed bug report titles and added non KSP information within.

#3 - 06/25/2021 07:49 AM - TriggerAu

- Related to Bug #25873: KAL -1000 Play position action group does not work as intended added