

Kerbal Space Program - Bug #27151

Kal controllers commands might mess up if you make physical approach for other copy of same ship.

01/27/2021 03:52 AM - jukkamuhonen@hotmail.com

Status:	Confirmed	Start date:	01/27/2021
Severity:	Low	% Done:	10%
Assignee:			
Category:	Robotics		
Target version:			
Version:	1.11.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground		

Description

It seems that when approach 250m limit of ship which has same kal commands as your ship (exact same kind of rocket you launched earlier) there will be confligt on commands.

This new kal loses its commands, and starts controlling old rockets stuff with it. This is very interesting behaviour and could be fun and good thing if done intentionally (maybe player option for it) but i don't think this is supposed to happen.

History

#1 - 05/26/2021 12:13 AM - just_jim

- Status changed from New to Confirmed

- % Done changed from 0 to 10