

## Kerbal Space Program - Bug #27191

### Power out and regain power: probe drone didn't receive SAS functionality, until reloaded scene

01/30/2021 11:24 PM - jukkamuhonen@hotmail.com

<b>Status:</b>	New	<b>Start date:</b>	01/30/2021
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Controls and UI		
<b>Target version:</b>			
<b>Version:</b>	1.11.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

#### Description

at mun surface octo2 probe.

i lost energy and waited until morning to fill batteries. I could turn SAS on but it didn't give any stability. Going EVA and back into vessel fixed it.

#### History

##### #1 - 03/29/2021 01:59 AM - Deepspeed

I use a probe, the thin 1.25m one with maneuver holding.. whichever that one is... on a fuel tanker designed to take fuel from a mining base to ships in orbit.

That ship was on the darkside and had run out of electricity yesterday while I was waiting on the right moment to takeoff for a rendezvous. Well, I have unlimited fuel due to it being at a mining base and my engine generates power, so I clicked the throttle up one notch, not enough to take off, and let the batteries charge for a minute while waiting, but they weren't full by any means. My SAS worked fine at this point, even though the batteries had been dead before.

Shortly after takeoff, I was doing a lot of steering. I have several huge reaction wheels and the s4 tanks were totally full, so it took some energy to get it pointed in the right direction. In the process, I ran out of battery power again and my SAS unit died, along with a warning prompt on the screen. However, because I was already at full throttle, I instantly regained power and was able to maintain steering, etc, but my SAS would not come back on even after a few minutes of waiting for the rendezvous when I had charged the batteries up nearly full. I know how hard it is to dock without SAS, and I wasn't looking forward to it.

I figured I just needed to switch ships to fix this, but I didn't want to go to the tracking station or take time to load into some distant ship while I'm in the middle of a rendezvous maneuver, so I simply flew without SAS until I got parked near to the ship I was aiming for, then used the "[ ]" keys to swap to the other ship and quickly back to the bugged ship, and the SAS suddenly worked again and I was able to go about docking normally. This dead SAS with power thing has happened to me several times over the ages.

This was stock 1.11.2, Win-64, all DLC, updated over time.