

## Kerbal Space Program - Bug #28375

### Switching to a docked vehicle turns sporadically deactivated engines on and off

07/30/2021 05:15 PM - Rakete

<b>Status:</b>	New	<b>Start date:</b>	07/30/2021
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>			
<b>Version:</b>	1.11.2	<b>Language:</b>	Deutsch (German), English (US)
<b>Platform:</b>	OSX, Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Breaking Ground, Core Game, Making History		

#### Description

If I turn off engines (using actiongroups) of a vehicle and dock it to a space station, and the return to KSC and switch back to the station with the docked vehicle some of the engine are reactivated. If I re-disable them, they stay off, even if I switch to KSP and back.

There is a reason, why I turn the main engines off, when I dock a vehicle! Why does KSP re-enable them sporadically? This bug is around a long time. Please fix with KSP 1.12.2.

Thanks.

#### History

##### #1 - 07/30/2021 05:41 PM - jukkamuhonen@hotmail.com

i think this is what happened at ISS too.

##### #2 - 07/31/2021 10:09 AM - Anth12

ha

##### #3 - 07/31/2021 10:39 AM - Anth12

- File screenshot86.png added

- File screenshot85.png added

I took the craft with the highlighted engines down to the Mun surface and back and turned off the engines via the action groups and went to the KSC, then to the tracking station and then back to the station. It operated exactly how it should have

Do you have a Quicksave of the station and craft that causes the problem.

##### #4 - 07/31/2021 01:35 PM - Rakete

- File Phoenix Mk VI.craft added

- File Phoenix Mk VII.craft added

My savefile contains mods (station parts) which are needed to work with (but it also happens on vanilla vehicles.)

You can use eg. this vehicle attached - one of the delivered crafts should be still stock (except waterfall plumes - you can ignore any error messages upon loading).

Fly it up to Apogee (5° ascent until rapier threshold 450m/s, then 10 °)

Ag 1 to turn the rapiers to closed cycle and close intakes at flameout,

After setting up Apogee 100km press Ag2 to disengage Rapiers, stage to activate the nerva for first time. circularize. press AG6 to dump remaining Ox. go ahead with only nervas... turn off nerva (AG3) before (!) docking (all main engines should be offline now - for safety!). Dock to station using RCS. go to KSC, go back to spacestation. Some of the engines sets (Rapiers or Nervas) are turned on again.

Can reproduce.

##### #5 - 08/01/2021 06:13 AM - Anth12

- File screenshot88.png added

Sorry, no problems here.

I didn't fly it into space though, just teleported it directly to the station.

## Files

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screenshot86.png	1.99 MB	07/31/2021	Anth12
screenshot85.png	1.74 MB	07/31/2021	Anth12
Phoenix Mk VI.craft	428 KB	07/31/2021	Rakete
Phoenix Mk VII.craft	505 KB	07/31/2021	Rakete
screenshot88.png	2.42 MB	08/01/2021	Anth12