

Kerbal Space Program - Bug #6298

Infinite RCS and Infinite Electricity options in Alt+F12 menu non-functional

12/21/2015 01:51 AM - StickyScissors

Status:	Closed	Start date:	12/21/2015
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Application		
Target version:			
Version:	1.0.5	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

So, this issue just appeared to me as i was playing and it's starting to annoy me, because there is no workaround, other than more cheating...

Basically, if you try to use the Infinite RCS or Infinite Electricity cheats in the cheat menu, they simply do NOT work like they should..Infinite EC till runs out of EC, and Infinite RCS still uses monoprop. HOWEVER, if you turn on Infinite Fuel, RCS will no longer deplete, regardless if the Infinite RCS cheat is on or not.

To replicate: Activate them in the cheat menu and try to use stuff that uses RCS/Electric Charge, the resources will still deplete.

I've tried this on every version and platform i can get my hands on and it's still the same thing over and over again

History

#1 - 12/22/2015 10:05 PM - ToneStack

- Status changed from New to Need More Info

I have not been able to confirm this bug on Mac OS X non-steam version of 1.0.5...

Sticky, are you running any mods with your install of Kerbal Space program?

Could you upload a copy of your "persistent.sfs" file to the report?

From the KSP main directory go into the "saves" folder than into the folder you named your Game at the start.

The issue might only happen with certain craft designs, and this will help us out alot in trying to figure out the issue :)

#2 - 12/25/2015 08:42 PM - StickyScissors

ToneStack wrote:

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The issue might only happen with certain craft designs, and this will help us out alot in trying to figure out the issue :)

100% stock, fresh install, fresh save.

Here's a dropbox DL of the persistent.sfs file: <https://www.dropbox.com/s/e9cfqzq1ui56n8/persistent.sfs?dl=0>

#3 - 07/17/2016 09:41 AM - TriggerAu

- Status changed from Need More Info to Needs Clarification

#4 - 08/09/2019 07:53 PM - chris.fulton

- Status changed from Needs Clarification to Resolved
- % Done changed from 0 to 100

#5 - 08/09/2019 07:53 PM - chris.fulton

- Status changed from Resolved to Closed