

Kerbal Space Program - Bug #6959

Action Groups behavior is obscure and inconsistent

02/14/2016 07:13 AM - Kasuha

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|------------------------|---------------------|---------------------|--------------|
| Status: | Needs Clarification | Start date: | 02/14/2016 |
| Severity: | Very Low | % Done: | 0% |
| Assignee: | | | |
| Category: | Controls and UI | | |
| Target version: | | | |
| Version: | 1.0.5 | Language: | English (US) |
| Platform: | Windows | Mod Related: | No |
| Expansion: | | | |

Description

KSP has a set of action groups which appear to be simple - you press a key, a set of actions is performed.

Except that's not the case. Actually KSP has twice that set of action groups internally, an "on set" and an "off set". And it alternates these two, starting with the "on set" every time a ship is deployed or undocked. So if you put toggle of a set of lights into action group, they all turn on when you first use the action group, regardless on initial state.

Except of the Gears action group which starts with "off set" so landing legs and gears go retract first and the same is applied to whatever else is added to the group.

Except that's not the case entirely as if you add toggle of cabin lights to the action group, they just toggle regardless of their initial state. If you put them on the same action group as lights, the consistency of their state with lights usually breaks after first docking with an orbital station as state (selection whether "on set" or "off set" is going next) of all action groups is reset after you undock.

And you don't get to choose what goes to the "on group" and what goes to the "off group", so if you think that it might be great idea to put lights and solar panels into one action group so that solar panels deploy and lights switch off during day, and vice versa during night, you can just forget about it.

And the situation is still not all that simple since under some circumstances I failed to reproduce so far you can actually get your solar panels off sync and if you use the action group to toggle them, they actually toggle, one deploys and the other retracts.

Attached find a craft file demonstrating the above mentioned issues. All lights, cabin lights and solar panels are put both to the Lights action group and to Custom01 action group.

Reproduction steps:

- Deploy the ship on launchpad.
- Press 1

All lights switch on

All solar panels deploy

Cabin lights toggle. Command pod is now dark

- Press U

Cockpit and cabin toggle, nothing else changes

- Press U again

All lights shut down

Solar panels retract

Cockpit and cabin toggle

- Press 1

Cockpit and cabin toggle, nothing else changes

The idea of synchronizing is actually good but it should be finished by giving the player control over what happens. It should be under

player's control whether the part he adds to the group goes with the group's polarity, against it, simply toggles every time, or just switches "on" or "off" when the group is used.

Also, ability to at least check setup of action groups in flight is sorely missing in the game. It's not a problem with new craft but it's easy to forget setup of action groups for ships that were launched long ago and just remained in service such as various tugs, transporters or orbital stations.

Ability to change action groups on already flying ships would be very welcome too as players tend to "abuse" and "hack" their action groups in various ways after they get access to the standard set. Changing them to action keys that do not actually conflict with basic ship functions once they get access to them would be great.

History

#1 - 07/17/2016 09:44 AM - TriggerAu

- Status changed from New to Needs Clarification

#2 - 10/15/2016 06:38 PM - Kasuha

There's slight change in behavior in 1.2 that the game seems to guess the global light state is on when the ship is deployed, so the reproduction scenario does not work exactly as described.

All wrong parts of the behavior are still the same wrong as before, though. Solar panels and lights are either on/deployed or off/retracted which doesn't make sense, and lights follow global light state while cabins just toggle.

Files

| | | | |
|------------------|---------|------------|--------|
| LightsDemo.craft | 36.6 KB | 02/14/2016 | Kasuha |
| screenshot13.png | 2.09 MB | 02/14/2016 | Kasuha |
| screenshot14.png | 2.1 MB | 02/14/2016 | Kasuha |
| screenshot15.png | 2.08 MB | 02/14/2016 | Kasuha |