

Kerbal Space Program - Bug #13478

Available contracts don't updated when cancelling current ones

12/22/2016 06:26 AM - krimsalt

Status:	Closed	Start date:	12/22/2016
Severity:	Low	% Done:	100%
Assignee:			
Category:			
Target version:			
Version:	1.2.2	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			
Description			
<p>I usually have 15 ongoing contracts at a time. Cancelled one, and it didn't update in the Available Contracts section. Only when I completed one did a single Available contract appear. Been almost a month in game and still no new contracts will appear if I have 14 active, only if I have 13 active. The loadmeta file shows I only have 14 Active contracts too</p> <p>Mods are KER and KJR</p> <p>Unfortunately I can't upload my persistent file because it's 7mb and the max size allowed is 5.. but i can copy/paste snippets if requested</p>			

History

#1 - 07/03/2019 09:56 PM - Robert.Keech

- Status changed from New to Updated
- % Done changed from 0 to 10

Issue no longer occurs

#2 - 07/03/2019 09:57 PM - Robert.Keech

- Status changed from Updated to Resolved
- % Done changed from 10 to 100

#3 - 07/08/2019 04:26 PM - chris.fulton

- Status changed from Resolved to Closed

Files

20161214010944_1.jpg	262 KB	12/22/2016	krimsalt
----------------------	--------	------------	----------