

Kerbal Space Program - Bug #13552

Experiment result "flavor text" not randomly selected when multiple options for the same situation are available

01/07/2017 02:50 PM - akardam

Status:	New	Start date:	01/07/2017
Severity:	Normal	% Done:	0%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.2.2	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

Within an EXPERIMENT_DEFINITION's RESULTS ConfigNode, multiple entries can be defined for any given situation (body + situation + biome, where body and biome are optional and situation can be partial). It would appear that the game code reads these into an associative array and if duplicates are found, starts postpending 's (three entries for "default" would end up being default, default, default**).

For example, for a temperatureScan from low Kerbin orbit, because the biome is masked out, the situation would be "KerbinInSpaceLow". If the game code finds an exact key name of "KerbinInSpaceLow", it uses it, despite the fact that there may be KerbinInSpaceLow*, KerbinInSpaceLow**, etc.

This also seems to apply to the default keys. If it gets that far, only "default" is considered, despite the fact that there may be default*, default**, etc.

The stock ScienceDefs file defines three "default" entries for surfaceSample. It would seem that currently, only the first one could ever be selected for display.

This affects both the stock game/configuration (in at least the minor way given in the previous paragraph) and many mods, including chiefly Crowd Sourced Science. I posted some discussion on this bug in the mod thread here:

<http://forum.kerbalspaceprogram.com/index.php?/topic/92332-broken-in-12-crowd-sourced-science-biome-reports-everywhere-may-3rd-squad-bug/&do=findComment&comment=2912949>