

Kerbal Space Program - Bug #13680

XBox One - Contracts hauling engines M/S problem

01/26/2017 08:22 PM - EDanos

Status:	Acknowledged	Start date:	01/26/2017
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Bug Tracker		
Target version:			
Version:	XBoxOne - 1.1.0	Language:	English (US)
Platform:	XBoxOne	Mod Related:	No
Expansion:			

Description

On contracts for at least: Hammer and Flea haul above Kerbal with M/S requirements, when i reach the surface/orbit interface traveling at the required M/S range, the M/S readout jumps about 120 M/S. The only way to complete the contract is to maintain the new (incorrect) speed as closely as possible. This has happened consistently. Date reported - 1/26/2017. I am not certain of the version on the XBox One, so i selected the only version that specifically said XBox One

History

#1 - 01/16/2018 04:04 AM - bewing

- Status changed from New to Acknowledged

- % Done changed from 0 to 100