

Kerbal Space Program - Bug #14208

Can't get science at the Astronaut complex

03/13/2017 11:50 AM - linuxgurugamer

Status:	Closed	Start date:	03/13/2017
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.2.2	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

Totally clean game, 1.2.2

Created a new save, career mode, with extra science and funds.

Upgraded R&D, went in and got science to build a rover

Built rover with 2 barometers, launched it, drove to admin center.

Got barometric science from admin center

Drove to Astronaut Complex.

Got science, the science was from KSC, when I expected it to say Astronaut Complex

I was looking for a bug in contracts, but realized it was stock when all mods were removed and I kept getting the same issue.

The attached log file shows first getting science when in the Astronaut complex, then moving to the admin center and getting science again

History

#1 - 03/14/2017 01:32 PM - linuxgurugamer

Some information from Sal_vager:

for the first tier astronaut complex I can't find a spot where I can get science from its biome.

It's working for the tier 2 and tier 3 building though, so the contract can be completed, it'll just cost funds if you have not already upgraded.

Sounds like something needs to be fixed.

#2 - 03/23/2017 04:16 PM - Nebbie

Yeah, I've run into this as well (multiple times, as recently as build 1729 of the 1.2.9 prerelease and as far back as 1.1 prerelease).

#3 - 03/28/2017 07:17 AM - bewing

- Status changed from New to Need More Info

For the tier 1 Astronaut Complex, you have to **touch the building** to get Astronaut Complex biome. This is intended and is not a bug.

#4 - 03/29/2017 05:47 PM - linuxgurugamer

This doesn't make sense, why do you have to touch the building in level 1, but not in level 2 or 3? and why not any of the others?

At the very least, something needs to be documented a bit better, but I still call it a bug.

#5 - 04/07/2017 08:51 AM - bewing

and why not any of the others?

You obviously haven't tried touching any of the others.

You may want to look in the wiki at the biomes listing and see if you've found them all.

And many in the Squad team consider it a little secret perq for players who learn the game in detail, and don't want it documented.

#6 - 04/07/2017 07:23 PM - linuxgurugamer

I haven't needed to touch, I'm using [x] Science which shows me what is available. Only Astro Complex. Also, when multiple major streams say the same thing (RocketPCGaming was the latest), it seems that there is a problem.

You may not call it a bug, but everyone else is.

Not trying to pick a fight, and of course you are free to leave it as is, but it's one of those things that make people very frustrated. Not that you have to touch it, but that it isn't consistent, even on the same level.

#7 - 07/25/2019 09:41 PM - chris.fulton

- Status changed from *Need More Info* to *Resolved*

- % Done changed from 0 to 100

#8 - 07/25/2019 09:41 PM - chris.fulton

- Status changed from *Resolved* to *Closed*

Files

saveNoScienceAtAstro.zip	9.71 KB	03/13/2017	linuxgurugamer
outputlog.zip	25.8 KB	03/13/2017	linuxgurugamer