

## Kerbal Space Program - Bug #15572

### Orbital contract doesn't complete

06/29/2017 03:07 PM - Snark

<b>Status:</b>	Need More Info	<b>Start date:</b>	06/29/2017
<b>Severity:</b>	Normal	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>			
<b>Target version:</b>			
<b>Version:</b>	1.3.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

I have a contract to put a new unmanned satellite into a keosynchronous orbit of Kerbin. I've done everything I'm supposed to (just now arrived at the target orbit), except that it has run into the following problems:

- The contract doesn't complete.
- The contract window shows that the unsatisfied criterion is "new unmanned satellite that has an antenna and can generate power". But this **is** satisfied. It's unmanned. It was launched after accepting the contract. It has nine antennas on it. And it has solar panels.
- However, when I matched the orbit... the game **removed** the target orbit from map view-- it's gone! So even if I were to try to launch another satellite, the contract is now uncompletable.
- But if I save the game, then re-load from the save, the contract completes. (Upon loading, only the "stable for 10 seconds" criterion is uncompleted, and all I have to do is wait.)

I got to this state by loading launch.sfs (attached), getting into an orbit, switching to another ship for a bit, then coming back to this ship.

#### History

##### #1 - 07/19/2017 01:54 AM - bewing

I've put your sat in orbit 5 times according to your instructions (switching to the other vessel for a few seconds) and the contract completes every time for me. So there's some tiny detail missing here.

##### #2 - 06/09/2020 03:36 PM - Robert.Keech

- Status changed from New to Need More Info

#### Files

launch.png	59.3 KB	06/29/2017	Snark
uncompleted.sfs	187 KB	06/29/2017	Snark
unsatisfied.png	84.4 KB	06/29/2017	Snark
launch.sfs	212 KB	06/29/2017	Snark