

## Kerbal Space Program - Bug #15645

### Satellite contract: Unmanned probe launched by crew

07/08/2017 04:30 PM - robert\_schuh

<b>Status:</b> Closed	<b>Start date:</b> 07/08/2017
<b>Severity:</b> Low	<b>% Done:</b> 100%
<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 where I should send an unmanned probe to keostationary orbit. I built a satellite and launched it to LKO using a manned SSTO shuttle and then used the satellites engines to get it to the correct orbit. However, because it was launched in a crewed vehicle the game does not recognize the satellite as unmanned.

#### History

##### #1 - 07/31/2019 10:38 PM - chris.fulton

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

- % Done changed from 0 to 100

##### #2 - 07/31/2019 10:39 PM - chris.fulton

- Status changed from *Resolved* to *Closed*

Closing in effort of database cleanup.