

## Kerbal Space Program - Bug #23199

### Sandbox/Science Mode: Enable Kerbal Experience Overrides SAS on All Probes Setting

07/17/2019 01:31 AM - BlkBltChemie

<b>Status:</b>	Ready to Test	<b>Start date:</b>	07/17/2019
<b>Severity:</b>	Low	<b>% Done:</b>	80%
<b>Assignee:</b>	Robert.Keech		
<b>Category:</b>	Gameplay		
<b>Target version:</b>	1.11.1		
<b>Version:</b>	1.7.3	<b>Language:</b>	English (US)
<b>Platform:</b>	Linux	<b>Mod Related:</b>	No
<b>Expansion:</b>	Breaking Ground, Core Game, Making History		

#### Description

##### Hardware:

CPU: AMD A8-3500M

GPU: Radeon HD 6620G

Memory: 6 GB

OS: Linux Mint 19.1

##### KSP:

Version: 1.7.3

Making History: 1.7.1

Breaking Ground: 1.2.0

Steam version, but copied files out of Steam directory and launched via KSP.x86\_64

Objective: Play a science/sandbox game in which Kerbals are restricted to class traits but all probes have access to all SAS modes

Observation: Enabling Kerbal Experience in advanced settings ignores the All SAS Modes setting (probes show default behavior)

First noticed in a modded science save

Reproduced in a clean install sandbox save

##### Reproduction:

1) a) Start a new sandbox savegame leaving default settings, but make sure "All SAS modes on all probes" is enabled (screenshot0)

b) Enter the VAB and launch a craft containing only a Stayputnik probe core

c) Activate SAS by pressing 'T'

d) As expected, all SAS modes are available (screenshot1)

(Note: All Kerbal classes also have access to all SAS modes)

2) a) Start another new sandbox savegame leaving default settings, but make sure "All SAS modes on all probes" AND "Enable Kerbal experience" are activated (screenshot3)

b) Enter the VAB and launch a craft containing only a Stayputnik probe core

c) Activate SAS by pressing 'T'

d) No SAS modes are available and onscreen message regarding no pilots/SAS probes is presented (screenshot4)

(Note: SAS is restricted to only pilot Kerbals as expected)

(Note: Other probe cores, HECS and OCTO notably, are also limited to their default SAS settings)

#### History

##### #1 - 06/10/2020 03:49 PM - Robert.Keech

- Status changed from New to Confirmed

- % Done changed from 0 to 10

##### #3 - 06/10/2020 03:51 PM - Robert.Keech

- Assignee set to Robert.Keech

##### #4 - 01/29/2021 01:43 PM - victorr

- Status changed from Confirmed to Ready to Test

- Target version set to 1.11.1

- % Done changed from 10 to 80

We've made some changes in the latest version of the game and would like some feedback on this issue. Thanks.

#### #5 - 06/25/2021 04:08 PM - BlkBltChemie

victorr wrote:

We've made some changes in the latest version of the game and would like some feedback on this issue. Thanks.

Hi Team,

Thanks for taking a look at this issue!

##### Version 1.11.2 (partially fixed):

Utilizing the settings "All SAS modes on all probes" AND "Enable Kerbal experience" in Sandbox mode

- > Stayputnik probe core has access to all SAS modes (fixes the originally reported issue)
- > However, all kerbal classes still have access to all SAS modes although they are all indicated as level 0 (no stars)
- > This has broken the previous behavior where only pilots had access to SAS as expected by the settings
- > It appears that the bugfix has repaired the "All SAS modes on all probes" setting but there is still a conflict with the "Enable Kerbal experience" setting.

##### Version 1.12.0 (not fixed; behavior as originally reported):

Utilizing the settings "All SAS modes on all probes" AND "Enable Kerbal experience" in Sandbox mode

- > Stayputnik probe core has no SAS modes
- > Kerbal classes behave as expected

Thank you again for investigating these settings issues!

#### **Files**

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screenshot1.png	829 KB	07/17/2019	BlkBltChemie
screenshot0.png	426 KB	07/17/2019	BlkBltChemie
screenshot2.png	428 KB	07/17/2019	BlkBltChemie
screenshot3.png	844 KB	07/17/2019	BlkBltChemie
test1.sfs	18.2 KB	07/17/2019	BlkBltChemie
test2.sfs	18.1 KB	07/17/2019	BlkBltChemie