

Kerbal Space Program - Bug #28673

Rescue Contract Issue

11/05/2022 02:22 PM - ChewieRolo

Status:	New	Start date:	11/05/2022
Severity:	Low	% Done:	0%
Assignee:			
Category:	Contracts		
Target version:			
Version:	1.12.4	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

I had a contract to rescue a Kerbal and to bring his wreck back to Kerbin. I used an Engineer to make his pod (which was a "Pea" reentry module) part of one of my ships, and then brought it back to Kerbin. I got credit for rescuing the Kerbal, but it still thinks that I did not successfully bring back the wreck, even though the part survived. I'm assuming I had to have the part attached with Docking ports or an AGU for it to have been successful, but since Engineers can attach parts directly now, that should also be allowed. Since I've already recovered the part, there is no way to now complete the contract.