

Kerbal Space Program - Bug #3157

Random contracts are not generated

09/20/2014 04:19 PM - Xyem

Status: Closed	Start date: 09/20/2014
Severity: Low	% Done: 100%
Assignee:	
Category:	
Target version:	
Version: 0.24	Language: English (US)
Platform: Any	Mod Related: No
Expansion:	

Description

If you only ever recover the kerbals (by going EVA and then recovering), you are never offered random contracts.

Preset ones are still given correctly, until you recover a capsule and kerbal, at which point you seem to be offered them again. For example, after completing "Explore the Mun" and recovering both capsule and kerbal, you are offered "Launch a new vessel" (along with the ones like exploring Ike and Duna) which is identical to the "Launch a new vessel" in the archives. However, random contracts are still not offered.

Setting this as low priority as it seems to be unlikely to be triggered during normal play, where capsules are recovered for funds.

History

#1 - 07/17/2016 09:26 AM - TriggerAu

- Status changed from New to Needs Clarification

#2 - 08/09/2016 11:11 AM - TriggerAu

- Status changed from Needs Clarification to Closed

- % Done changed from 0 to 100

Closing this report out for now. If you find it is still occurring in the latest version of KSP please open a new report (and this one can be linked to it.) For best results, the wiki contains really useful info for when creating a report <http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>.

You can also ask questions about the bug cleanup in the forum here:

<http://forum.kerbalspaceprogram.com/index.php?/topic/143980-time-to-clean-up-the-bug-tracker/> and tag @TriggerAu to get my attention