

Kerbal Space Program - Bug #3881

'Launch a new vessel' contract does not complete.

12/21/2014 07:03 AM - roninpawn

Status: Closed	Start date: 12/21/2014
Severity: Low	% Done: 100%
Assignee:	
Category:	
Target version:	
Version: 0.90	Language: English (US)
Platform: Win32	Mod Related: No
Expansion:	

Description

...if the vessel is launched manually by rt-click activating the engine, and not at the space bar.

History

#1 - 07/27/2015 05:56 PM - Squelch

- Platform Win32 added
- Platform deleted (Windows)

#2 - 07/17/2016 09:31 AM - TriggerAu

- Status changed from New to Needs Clarification

#3 - 08/09/2016 11:30 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