

Kerbal Space Program - Bug #3889

Strategies calculating incorrectly

12/23/2014 01:19 AM - Ratalon

Status: Closed	Start date: 12/23/2014
Severity: Normal	% Done: 100%
Assignee:	
Category: Gameplay	
Target version:	
Version: 0.90	Language: English (US)
Platform: Win32	Mod Related: No
Expansion:	

Description

KSP Version: 0.90.0.705 (WindowsPlayer) Steam BETA

What Happens: Apply a Strategy and the calculated rewards are not correct.

Mods / Add-Ons: None

Steps to Replicate: Get a strategy (in my case a 50% one) and look at the calculations. See attached images.

History

#1 - 12/23/2014 07:30 AM - unseeingwhale

They are working correctly. The numbers in parentheses are the effect that the strategy had on the amounts. So in the contract attached you would have gotten 590 rep and 6 science. With the strategy applied you get half your rep taken away, 295, and then that is divided by 1.515 to give you your science gains. $295/1.515 = 195$ (rounded).

#2 - 07/27/2015 05:56 PM - Squelch

- Platform Win32 added

- Platform deleted (Windows)

#3 - 07/17/2016 09:31 AM - TriggerAu

- Status changed from New to Needs Clarification

#4 - 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

Files

research program.png	893 KB	12/23/2014	Ratalon
bonuses.png	379 KB	12/23/2014	Ratalon