

Kerbal Space Program - Bug #4843

Contract to flyby Mun and return to Kerbin not completed

04/30/2015 01:28 PM - albanaut

Status:	Closed	Start date:	04/30/2015
Severity:	Low	% Done:	100%
Assignee:			
Category:			
Target version:			
Version:	1.0	Language:	English (US)
Platform:	Win32	Mod Related:	No
Expansion:			

Description

The contract "Return to Kerbin from a flyby of the Mun" did not complete after the goal was reached. Unfortunately I do not have a savegame showing the craft after flyby before it was recovered, however I have included a save game of the craft on the way to Mun and one after it was recovered.

The vessel was a Stayputnik probe "Artemis III" flew to Mun, performed a flyby (without achieving orbit) and then directly returned on a sub-orbital trajectory to Kerbin. It landed successfully on the continent to the west of KSP using a parachute and was not destroyed. The contract still shows as outstanding.

History

#1 - 05/01/2015 02:35 PM - albanaut

- File *vessel landed.sfs* added

- Update - I have retried this mission with a second vessel and it did not complete. Please see the attached file "vessel landed" which is the save game containing the vessel "Spark I" landed at Kerbin, which has performed an Orbit and Flyby of the Mun and is now landed. The mission state is still incomplete

#2 - 05/01/2015 08:19 PM - Ruedii

I believe such missions have to be manned.
Still, they should say so.

#3 - 05/02/2015 09:22 PM - albanaut

I have now attempted this with a manned mission, and the contract has still not completed

#4 - 05/17/2015 03:27 AM - Faark

- File *quicksave - pre SOI entering.sfs* added

I can confirm that there is an issue with flyby's potentially not getting registered. As of v1.0.2.842, the flyby seems to be registered immediately when entering the CelestialBody's SOI, but the vessel has to be active (e.g. the vessel currently controlled by the player) while doing so (since otherwise its ModuleTripLogger is probably not registered to SOI change events). This is ofc not a behavior the player could expect.

Albanaut would that explain your experience?

How to Reproduce:

- Find TourismContract with Flyby
- Get Tourist in Vessel and that on route to the planet/moon
- Quicksave before entering the bodies SOI while the vessel is active (Working scenario)
- Load the savegame
- Timewarp into the targets SOI
- Flyby will be marked as fulfilled just after entering the SOI (Not working scenario)
- Load the savegame
- Place and activate a new vessel on the launchpad
- Timewarp until the first vessel has entered the targets SOI (while still having the pad-vessel activated)
- Switch to the first vessel, now within the targets SOI
- Flyby will not be triggered (until the vessel re-enters the targets SOI once again)

Expected behavior:

- Preferably getting the flyby even when warping though the entire SOI without loading the craft, though imo at least when activating the craft while still in the targets SOI

Ive attached a savegame with an active TourismContract incl Vessel closing in on Minmus.

#5 - 05/18/2015 10:31 AM - albanaut

I think the issue you've outlined might be slightly different to my experience. The contract I had difficulty with was a "World First" Flyby mission, rather than a Tourism contract. I did follow the steps you outlined to see if there was a similar fulfillment bug, but it doesn't appear to be the case. In the attached savegame "before reaching Mun" there is a craft (Artemis III) still in Kerbin's SOI en route to Mun, and there is the Mun flyby contract active. If I stay with this craft as the active vessel, when crossing into Mun's SOI nothing happens - so I feel that this may be a different issue.

#6 - 07/27/2015 05:57 PM - Squelch

- Platform Win32 added
- Platform deleted (Windows)

#7 - 07/17/2016 09:32 AM - TriggerAu

- Status changed from New to Needs Clarification

#8 - 08/09/2016 01:38 PM - 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

after vessel recovery.sfs	307 KB	04/30/2015	albanaut
before reaching Mun.sfs	334 KB	04/30/2015	albanaut
vessel landed.sfs	472 KB	05/01/2015	albanaut
quicksave - pre SOI entering.sfs	114 KB	05/17/2015	Faark