

Kerbal Space Program - Bug #5298

Level 1 astronaut complex and flag pole don't work as mini-biome when measuring on the ground

08/06/2015 11:15 PM - Kasuha

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|------------------------|----------|---------------------|--------------|
| Status: | Closed | Start date: | 08/06/2015 |
| Severity: | Low | % Done: | 100% |
| Assignee: | | | |
| Category: | Gameplay | | |
| Target version: | | | |
| Version: | 1.0.4 | Language: | English (US) |
| Platform: | Win32 | Mod Related: | No |
| Expansion: | | | |

Description

All KSC buildings act as mini-biomes. Most of these mini-biomes are "measurable" anywhere in the area of the building. Only Astronaut Complex at level 1 and embedded Flag Pole do not work - trying to do scientific measurements there results in measurements from KSC.

Reproduction steps:

Start a new Career save

Transfer a Kerbal (eventually with scientific equipment) to Astronaut Complex, position him on the grass or on sidewalk

Perform measurements

Optionally use the attached quicksave with a Kerbal already in place.

Probable culprit is the fact that the Astronaut Complex is a little bit lower than the rest of buildings - see attached screenshot documenting the "step" between Astronaut complex and the Administration building.

Putting the Kerbal on the pedestal of the Flag allows performing EVA Report from Flag Pole mini-biome. Also finding an elevated place in the Astronaut Complex allows to perform measurements of the right mini-biome. These elevated places are however hard to reach with other scientific equipment.

Level 3 Astronaut Complex does not have that problem and it is possible to perform measurements of the mini-biome anywhere in the area, similarly to other buildings.

History

#1 - 08/08/2015 12:56 AM - RexKramer

- Status changed from New to Confirmed

- % Done changed from 0 to 10

Confirmed. I did have somewhat better results than you did.

I was able to perform EVA report at level 1 AC by standing right next to it, in the surrounding sidewalk- which is indeed depressed, or at a lower elevation than the surrounding terrain.

I was also able to EVA report at the flag pole by standing next to it, close enough to touch the base.

Both cases do cause problems with getting other science instruments in those areas, close enough to perform the experiment. The Level 2 and 3 ACs do not present those difficulties, you do not need to be close enough to the structures to touch them to perform science. I'm fairly certain this is unexpected behavior.

Forwarding.

Oh, a general question- Is the Flag Pole supposed to be upgradeable? I have not figured out how to upgrade it.

#3 - 08/08/2015 07:49 AM - Kasuha

RexKramer wrote:

Oh, a general question- Is the Flag Pole supposed to be upgradeable? I have not figured out how to upgrade it.

No, Flag gets upgraded automatically as other buildings are upgraded.

#4 - 08/08/2015 12:17 PM - Squelch

Kasuha wrote:

No, Flag gets upgraded automatically as other buildings are upgraded.

Correct. The level is an aggregate of the other building's upgrades.

#5 - 08/17/2015 06:04 AM - featherwinglove

It's surprising that I haven't encountered this one, but I think there are two reasons:

1. I tend to upgrade my Astronaut Complex very early to get Kerbin low space EVA reports, which are by biome.
2. When roving the space center, I often get the EVA reports while standing on the rover itself. That might be worth trying.

#6 - 08/17/2015 06:12 AM - featherwinglove

Hmm... possibly related to [#5237](#) (flag pole can always be fixed for 0)?

#7 - 08/17/2015 07:18 AM - featherwinglove

- File screenshot73.png added
- File screenshot72.png added

A whole bunch of nothing from my own rover experiment. EVA report standing on the rover makes no difference. Crew Report, EVA Report, Materials, Goo, Barometer, and Thermometer all came back from KSC from the real estate for both mini-biomes. I didn't get any more because I only hacked up some science, not enough money to upgrade the science center. But hey, at least it wasn't Pol this time, lol!

#8 - 07/17/2016 09:38 AM - TriggerAu

- Status changed from *Confirmed* to *Needs Clarification*
- % Done changed from 10 to 0

#9 - 10/15/2016 06:54 PM - Kasuha

Bug is still present in 1.2

#10 - 08/09/2019 10:24 PM - chris.fulton

- Status changed from *Needs Clarification* to *Resolved*
- % Done changed from 0 to 100

#11 - 08/09/2019 10:24 PM - chris.fulton

- Status changed from *Resolved* to *Closed*

Closing, QA has not been able to reproduce this issue for some time and in effort of the database cleanup that is underway this bug is being closed.

Files

| | | | |
|--------------------------------|---------|------------|-----------------|
| Astronaut complex and flag.sfs | 120 KB | 08/06/2015 | Kasuha |
| screenshot86.png | 1.86 MB | 08/06/2015 | Kasuha |
| screenshot88.png | 1.92 MB | 08/06/2015 | Kasuha |
| screenshot90.png | 1.37 MB | 08/06/2015 | Kasuha |
| screenshot89.png | 1.75 MB | 08/06/2015 | Kasuha |
| screenshot87.png | 811 KB | 08/06/2015 | Kasuha |
| screenshot73.png | 752 KB | 08/17/2015 | featherwinglove |
| screenshot72.png | 767 KB | 08/17/2015 | featherwinglove |