

Kerbal Space Program - Feedback #10845

Scientists, Engineers, Stayputniks in Sandbox/Science modes have full pilot abilities

08/29/2016 07:38 AM - MiniMatt

Status:	Acknowledged		
Severity:	Low		
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.1.3	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

Tested under clean stock 1.1.3.1289 Win x64

Scientists & Engineers, (& indeed Stayputnik probes) whether silver or orange suited, have full pilot abilities, able to set SAS to prograde/normal/target etc as if they were five star pilots when in Sandbox or Science gameplay modes.

What suggests this is a bug rather than intended design is that Sandbox/Science mode engineers do have unique abilities in that their presence aboard a vessel affects mining drill extraction rates as they would under Career gameplay mode. I can't envisage a design decision that equips engineers with unique bonuses in Sandbox/Science modes but has pilot skills universal.

Gameplay Questions forum -

<http://forum.kerbal-space-program.com/index.php?topic/146691-are-scientistsengineers-supposed-to-have-full-pilot-abilities-in-sandbox-science-modes/> - suggests the original design intent was to have orange suited kerbals be universally skilled in Sandbox/Science mode, but for career specialities to remain relevant for their silver suited companions (presumably for pre-v0.22 compatible saves?). Testing thus far reveals no difference between silver & orange suited kerbals under Sandbox/Science gameplay modes - Jeb extracts ore at the same (low) rate as a silver suited scientist, only an engineer (silver or orange) on board will boost the rate.

Logging under feedback rather than bug, as further investigation suggests this behaviour may have been intended three years back but has increasingly become problematic as game features have been added.

le a Stayputnik probe and an Okto2 probe are now functionally identical under Sandbox, vastly different under Career - indeed, ignore torque wheel strength and all probe cores are identical in Sandbox mode. Mechanics tied to specialities introduced after the original career/science/sandbox splits retain their unique bonuses, mechanics which pre-exist the split are universal.

History

#1 - 08/31/2016 09:26 AM - sal_vager

- Status changed from New to Not a Bug

- % Done changed from 0 to 100

Erm sorry but no, red Iron Crown must have forgot what stock is like ;)

In Sandbox and Science modes all Kerbals are equal, skills are a career mode game mechanic.

#2 - 08/31/2016 10:25 AM - MiniMatt

Except all kerbals are **not** equal in sandbox & science.

Only engineers provide mining drill bonuses in sandbox & science

Only scientists can clean out goo & material bays in science (and sandbox, not that it's relevant there)

As new features further differentiate abilities across all 3 game modes, the **only** way in which kerbals are equal is their ability to directly pilot vessels.

#3 - 08/31/2016 10:58 AM - sal_vager

- Status changed from Not a Bug to Acknowledged

Okay I used the wrong word there, not equal, but all will equally be 5 star Kerbals in sandbox mode.

All Kerbals will be able to pilot at the highest level (SAS) and can repair other parts, the engineer and scientist bonuses are the maximum for those

Kerbals.

The four orange suited Kerbals are not treated any differently.

The probes as well are all maximum level in sandbox, as it is the levels that control what abilities they have, which are fixed to specific levels per probe in career.

This might change but is not planned at this time, and I acknowledge and appreciate your feedback.

Files

fullPilotAbilities.png	1.79 MB	08/29/2016	MiniMatt
engineerBonus.png	2.28 MB	08/29/2016	MiniMatt