

Kerbal Space Program - Bug #12979

Strategies calculate incorrect amounts

10/12/2016 01:49 PM - micha

Status:	New	Start date:	10/12/2016
Severity:	Low	% Done:	0%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.2.0	Language:	English (US)
Platform:	Linux	Mod Related:	No
Expansion:			
Description			
Repro: Create a new strategy "Fundraising Campaing" and set it to 25%.			
Expect: 25% of reputation taken and converted to Funds			
Actual: 33% (ish) of reputation taken			
See screenshots.			
8 * 25% = 2, not 3 as shown in (1).			
Similarly 15 * 25% = 3.75 (round up to 4?), but in-game, 5 units are subtracted as shown in (2).			

Files

20161012140706_1.jpg	153 KB	10/12/2016	micha
20161012140737_1.jpg	294 KB	10/12/2016	micha
20161012144707_1.jpg	171 KB	10/12/2016	micha