Kerbal Space Program - Feedback #13020

Don't allow vessels from mods to be used in rescue contracts

10/16/2016 04:20 PM - WKibbous

Status:	New		
Severity:	Low		
Assignee:			
Category:			
Target version:			
Version:	1.2.0	**Language:**	English (US)
Platform:	Linux	**Mod Related:**	No
Expansion:			

Description

Currently if you have a mod installed that has crewable parts they have a chance of being selected for rescue missions- if you decide at the wrong time to uninstall a mod while a rescue happens to be using one of these it gets messy- you lose the vessel and completing the contract via the cheat menu gets the rewards but no crew. I suggest forcing rescue contracts to only use stock vessels to prevent this.

History

#1 - 10/16/2016 05:30 PM - Nebbie

You mean stock/modded parts, not vessels. This one's a bit tricky, it's adding extra logic and it might seem unrealistic in a heavily modded game for no Kerbals to show up in non-stock crew parts (and it might be *impossible* if all crewable stock parts are replaced with modded ones). I think it might be a better solution to have Kerbals in vessels that get removed be put where the vessel was, as if the vessel around them just disappeared; you could complete rescues, and not worry about for example a Kerbal left by accident in some modded lander while his buddies were out on EVA.