

Kerbal Space Program - Bug #13021

Glitchy milestones trigger when not actually met

10/16/2016 08:03 PM - Anonymous

Status:	New	Start date:	10/16/2016
Severity:	Normal	% Done:	0%
Assignee:			
Category:			
Target version:			
Version:	1.2.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

I've gotten a few World First milestones when I didn't deserve them.

The first one I got was while I was positioning a satellite somewhere outside Minmus's orbit, but still within the Kerbin sphere of influence. I don't think I was using enough thrust to have caused any SOI changes and I wasn't anywhere near Minmus, but somehow I got the "You have left Kerbin's gravitational influence" and one other relating to the sun that I forgot to write down. There may have been some debris that got thrown out of the system after a close pass with the Mun but I wouldn't think debris would count for a milestone, right?

Then I had that probe adjust its orbit to go outside the Kerbin SOI (which would have gotten those previous two legitimately), take some Solar Orbit science readings, and then pop back into the sphere for a parking orbit (to act as a system-edge comm station). When I returned to the Kerbin SOI, I got the "Escaped the gravitational influence of the Sun" milestone, which makes no sense. I think I saw this one before once, where it was something about the SOI-change briefly causing the system to think it had broken solar orbit.

History

#1 - 10/18/2016 11:37 PM - Nebbie

Debris does count. I got a rather funny "escaped the gravitational influence of Eve" one from some booster that I dropped while on a flyby trajectory. The escaped the sun one sounds like a bug.