

Kerbal Space Program - Bug #13084

Gee force contract: kerbals unaffected

10/22/2016 12:47 AM - DozenalSoroban

Status:	Closed	Start date:	10/22/2016
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.2.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

If gee-force black-outs are enabled in the advanced options, then a contract appears to make some space tourists black out. However, no kerbal is in the slightest bit affected by any gforce, even well above their supposed limit. The %blackout bar remains empty.

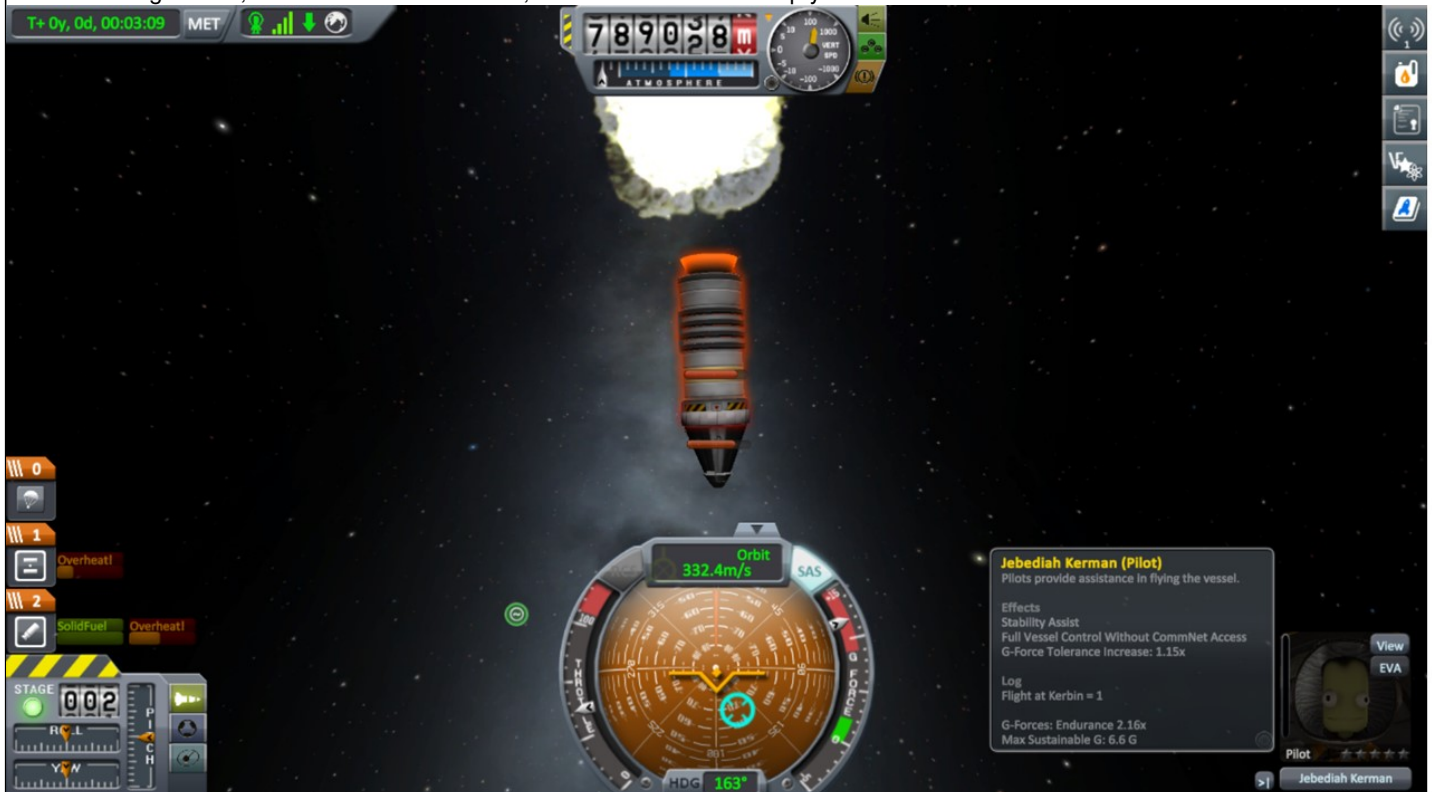
To recreate: open new career, in advanced difficulty options select gee-force blackouts.

Create a craft with pod and srb, empty the srb.

Enable infinite fuel.

Launch, and the g-meter should read over 15gs. Hover over the kerbal's portrait and it will tell you their maximum sustained g, which is usually between 4-7. There will also be a vertical bar marked 'blackout %' which should fill up and they blackout when it reaches the top.

When the bug occurs, the kerbals are unaffected, and the bar remains empty.





The bug prevents the contract from being possible to complete

Windows x64, 1.2.0.1586

OS: Win 10

Hardware: laptop, i5 quadcore, 12gbram, intel motherboard, nvidea gpu

History

#1 - 10/24/2016 11:29 AM - sal_vager

- File screenshot9.png added

- Status changed from New to Need More Info

Hi DozenalSoroban, can you please try with another Kerbal, Jeb is a badass so is not likely to pas out no matter what you do, and as an example here's Bob showing that the G force bar does work.

#2 - 10/26/2016 03:57 AM - orcaman98

I can black them out pretty easily by hitting the atmosphere hard. Try launching a pod straight up to a 200-300 km apoapsis, and let it come straight down. Also check your blackout difficulty settings. If that doesn't work, perhaps running an integrity check of your files.

#3 - 07/25/2019 07:50 PM - chris.fulton

- Status changed from Need More Info to Resolved

- % Done changed from 0 to 100

#4 - 07/25/2019 07:50 PM - chris.fulton

- Status changed from Resolved to Closed

Files

Slide2.JPG	127 KB	10/22/2016	DozenalSoroban
Slide1.JPG	115 KB	10/22/2016	DozenalSoroban
screenshot9.png	780 KB	10/24/2016	sal_vager