Kerbal Space Program - Bug #13166

Ore Recovery contracts do not require a delivery trip

11/02/2016 02:47 AM - Anonymous

Status:	New		**Start date:**	11/02/2016
Severity:	Normal		**% Done:**	0%
Assignee:				
Category:				
Target version:				
Version:	1.2.0		**Language:**	English (US)
Platform:	Windows		**Mod Related:**	No
Expansion:				

Description

As far as I can tell, you can easily cheat around ore recovery contracts because they don't care whether the ore you land is actually the ore you got from the target body.

For example: I got a contract to mine 400 ore from Minmus and return it to Kerbin. I dropped a mining station on Minmus and pulled out 400 ore, completing the first checkpoint on the task.

Then I returned to the VAB and built a vehicle with only a sufficiently large ore tank, a small booster, and a parachute. I added 400 ore to the tank, then a quick launch and landing later, the contract marked itself complete without any ore having left the surface of Minmus.

History

#1 - 11/02/2016 02:49 AM - Anonymous

This could presumably work between any two bodies with mining stations on them -- if there were a contract to bring ore from Bop to the Mun, dig up a sufficient amount of ore on each, and it would probably count the contract complete.

#2 - 06/24/2017 11:45 PM - bewing

Unfortunately, the current logic in the game does not allow any way of detecting a "delivery trip". So while everyone agrees this is a bug, it is currently unfixable.