Kerbal Space Program - Bug #13201

Explore the Mun contract - Rendezvous and Docking not marked complete

11/08/2016 06:39 AM - mdosogne

Status:	New		**Start date:**	11/08/2016
Severity:	Normal		**% Done:**	0%
Assignee:				
Category:				
Target version:				
Version:	1.2.0		**Language:**	English (US)
Platform:	OSX		**Mod Related:**	No
Expansion:				

Description

Either there's a bug in detecting rendezvous and docking maneuvers around the mun, or there's a bug in the contract description describing what needs to be done.

I accepted the "Explore the Mun" contract, sent a mission to the mun - a lander/rover and a module that remains in orbit for return to kerbin and re-entry. In orbit of the mun, the single launch vessel separated in two, eva-transferred two crew to the lander and landed. It then drove from the equatorial landing site all the way to the polar crater and onwards until a less-than-graceful slope descent resulted in rolling the rover and breaking the solar panels. At that point, used remaining fuel and batteries to enter polar orbit, switched to the return vessel, changed orbital inclination from equatorial to **rendezvous** with the crippled lander/rover, **docked** with it, eva-transferred crew and science ... ditched the lander, and returned to Kerbin with several thousand science points.

Then I noticed the contract has still not been completed. A lot of that is probably unnecessary to reproduce the issue, but... what exactly is required to satisfy the contract - two separate vessel launches? does it matter that the Jr docking port was used?

History

#1 - 11/08/2016 08:43 AM - mdosogne

Correction: The contract was for rendezvous, crew transfer, and orbital spacewalk around the mun. Only the latter registered as completed.

A new contract is asking for rendezvous and docking.