

Kerbal Space Program - Bug #15658

Experiment review with a lab present only shows value on first review

07/14/2017 07:38 AM - BloodyRain2k

Status:	New	Start date:	07/14/2017
Severity:	Normal	% Done:	0%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.7.2	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

There's a bug where the review of an experiment only shows how much it's worth in the lab on the first review. All following reviews of the same experiment will only show '---' even if they showed something else before. This resets between scene changes though.

To reproduce this have a vessel with a lab and some researchable experiments on it, review said experiments and select 'Keep' for each and verify that they're 'worth' something, now review them again and every single one of them will show '---' instead of whatever they showed before.

<http://imgur.com/a/8mb23>

This is me reviewing the same sample two times after having changed to this vessel, it's even timestamped thanks to KAC :3

History

#1 - 06/21/2019 02:43 AM - Sikon024

- Version changed from 1.3.0 to 1.7.2

- Expansion Core Game added

This bug has returned to the game since 1.7.2 or whenever the Breaking Ground DLC was released. It was fixed prior to this update. This specifically occurs for me when I'm submitting this data from the white science storage box. When the lab is too full of data, the data value of the science becomes "-" after rejection for too much data currently in lab. Transferring the data from the white science can back to the same white science can also causes this bug (I did that by accident trying to end the "transfer data" prompt on screen). Reviewing and selecting "keep" will not always trigger this bug. Submitting data when lab is full will always trigger this bug.

Closing and restarting the program will reset the data values.