

Kerbal Space Program - Bug #16082

Duna rescue mission craft flung into solar orbit by Ike

10/06/2017 12:45 PM - gernstsmi

Status:	Not a Bug	Start date:	10/06/2017
Severity:	Normal	% Done:	0%
Assignee:			
Category:			
Target version:			
Version:	1.3.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

Hi,

I accepted a lucrative contract to rescue a Kerbal with the craft from a Duna orbit. Only when I checked the orbit it intersected with Ike's SOI. After two Ike gravity assists the craft is flung into an Solar orbit.

This is in a save game that was copied from version 1.3.0 to version 1.3.1

Mods used:

Better burn time

Engine light

Sci-fi visual enhancements

Kerbal Engineer Redux

Mechjeb

Hyper edit

Docking Port Alignment Indicator

Precise Maneuver

Trajectories

Kerbal Alarm Clock

Waypoint Manager

History

#1 - 10/11/2017 10:29 AM - Squelch

- Status changed from New to Not a Bug

We are unable to support modded games on this tracker, and the effects of those on the outcome of any given contract are unknown.

Unfortunately offered contracts cannot predict future events such as this, and for lucrative contracts there will invariably be extra obstacles to overcome. When a contract is offered it must be appraised fully, and is up to the player whether they choose to accept what may sometimes be an impossible task. I'm afraid that you will have to put this lost reward down to experience, and be aware that similar situations are likely in late game contracts.

This is normal behaviour regardless of potential mod influence, so I have to mark this as not a bug.

Files

screenshot10.png	536 KB	10/06/2017	gernstsmi
screenshot12.png	636 KB	10/06/2017	gernstsmi
screenshot13.png	509 KB	10/06/2017	gernstsmi