Kerbal Space Program - Bug #17438

Contracts don't work

02/20/2018 03:18 AM - Gravitronational

Status:	Closed	**Start date:**	02/20/2018
Severity:	High	**% Done:**	100%
Assignee:			
Category:			
Target version:	Xbox One - Enhanced Edition 2018-07-19		
Version:	PS4 - Enhanced Edition 2018-01-16	**Language:**	English (US)
Platform:	PS4	**Mod Related:**	No
Expansion:			

Description

Multiple issues with contracts make the game unplayable in Career mode.

- After completing all items in a contract, and final green tick showing in Contract status window, Recover Vessel and Contract shows as uncompleted in VAB or Mission Control. First ran into this with the "Test LV-909 "Terrier" Liquid Fuel Engine splashed down at Kerbin.
- After "Accept Mission" in Mission Control, and Contract shows in Active tab, the Contract doesn't show up in VAB in the Contract window. Return to MC and Contract is not Active. After a few attempts, it will sometimes save the Contract as active and appear in VAB. Random. Doesn't seem to happen with all contracts, but I can't identify a pattern.

Seems to be an issue when the game transitions in the "Loading" screen between screens and it doesn't properly save progress. It makes the game **unplayable** in Career mode.

History

#1 - 03/27/2018 03:37 PM - Squelch

- Status changed from New to Being Worked On

- % Done changed from 0 to 30

#2 - 03/28/2019 05:29 AM - joshua.collins

- Status changed from Being Worked On to Ready to Test

- Target version set to Xbox One - Enhanced Edition 2018-07-19

- % Done changed from 30 to 80

#3 - 07/24/2019 11:36 PM - chris.fulton

- Status changed from Ready to Test to Resolved

- % Done changed from 80 to 100

#4 - 07/24/2019 11:36 PM - chris.fulton

- Status changed from Resolved to Closed