

Kerbal Space Program - Bug #18896

Spawn Kerbal creates a clone

05/14/2018 10:47 AM - jclovis3

Status:	New	Start date:	05/14/2018
Severity:	Low	% Done:	0%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.4.3	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Making History		

Description

Similar to Bug #18759, only this time instead of spawning a ship, you can actually spawn a Kerbal (I spawned Jeb) clone. I was hoping the Spawn would pick up and move any existing Kerbal, but that doesn't seem to be the case. I'm looking for an event that removes a Kerbal from the game, like as in retirement or something. So far, the closest I can find is to require him to go into a ship, then blow it up, which would be sad if that was his retirement home.

History

#1 - 05/14/2018 10:52 AM - jclovis3

Along those lines, a retired kerbal would need to be unavailable for transfer into another craft or be controlled in any way. Being able to transport them will at least make it easy to toss him as a stranded Kerbal somewhere hidden. Being able to move Kerbals and vessels would open up the possibility of worm holes and other applications for more in depth stories.

#2 - 05/15/2018 01:21 AM - jclovis3

- File Spawning tourists can get cloned too.png added
- File Simple spawning loop.png added

I have also been running into a frequent problem where tourists being spawned as "any tourist" may get stuck repeating the same name over and over, which makes it impossible to add them to a part that holds kerbals when there is already one with the same name. The "Simple spawning loop" shows the logic I use for this process. Sometimes I get different names, then I come back later and they're all stuck getting the same name. By come back, I mean go build other ships, do stuff, etc. New tourists will only spawn when I move a tourist into the designated building. This prevents them from spawning rapidly under one another.

#3 - 05/15/2018 11:08 AM - jclovis3

- File Triplets.png added

#4 - 05/15/2018 11:46 AM - jclovis3

I just can't let this one go. It was driving me mad until now. I figured out exactly how to reproduce this bug. Spawn any tourist doesn't clone the name normally, but if you enter the VAB or SPH, then it does.

Watch: <https://youtu.be/FSLxmEMWYqs>

Files

Jeb was cloned.png	802 KB	05/14/2018	jclovis3
Spawning tourists can get cloned too.png	1.29 MB	05/15/2018	jclovis3
Simple spawning loop.png	126 KB	05/15/2018	jclovis3
Triplets.png	819 KB	05/15/2018	jclovis3