Kerbal Space Program - Bug #18995

Mission difficulty cheats disabled allows cheats

05/20/2018 07:21 PM - jclovis3

Status:	New	**Start date:**	05/20/2018
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

When creating a mission, and setting the difficulty setting to disallow cheats, it seems that you can still go into a Sandbox game, set the cheats you want (like unlimited fuel), and then go back into the mission that is supposed to prevent cheats and it will still be in effect.

I discovered this while testing another bug in Sandbox and coming back to the mission I was working on. From within the mission, I couldn't go back in and turn the cheats off because the menu option was gone.

Expected result:
When cheats are disabled, all cheat configurations should be reset back to default settings.

History

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The reset to default settings should apply not just when the mission starts, but any time you continue it as well.