

Kerbal Space Program - Feedback #19348

Contracts feature request: limit number of copies of experimental parts

07/03/2018 05:24 AM - ringerc

Status:	New		
Severity:	Low		
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.4.4	Language:	English (US)
Platform:	Linux, Windows	Mod Related:	No
Expansion:	Core Game, Making History		

Description

I'd love to make the contract system capable of failing a mission once you've destroyed the one or two prototypes you get of a part to test.

I haven't been able to find a way to achieve this with modding. Contracts would need a counter for the number of parts, which is decremented when the part (or the vessel it's a part of) is destroyed. So you can recover parts and try again, but not discard them.

The main goal here is to make part test missions an actual challenge, and as a side effect to stop part test missions acting to bypass science requirements.