

Kerbal Space Program - Bug #19505

Policy still works bad (or changes in weird ways)

08/10/2018 08:13 PM - stelarfox@gmail.com

Status:	New	Start date:	08/10/2018
Severity:	Low	% Done:	0%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.4.5	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

I check this with only one policy at a time, the one that I care most is "Unpaid Research Policy". This one says that it takes xx% of reputation, then every time you reach certain YY number it gives you back +1 science. Well that part works ok, (the science it should give back works). But the amount of Reputation it gets its not correct.

I will show the "same" contract, and how its shown changing from one kind of policy to other % and to none. but in all cases is exactly the same contract. (Extracted the contract here so you can check it all) the same contract you will find in all 3 "pre saves".

```
CONTRACT
{
  guid = 85edaa13-5a73-4cf1-9897-a6bafa49d716
  type = PartTest
  prestige = 0
  seed = -782730331
  state = Active
  viewed = Read
  agent = C7 Aerospace Division
  deadlineType = Floating
  expiryType = Floating
  values = 21600,9201600,9000,22500,9000,3,6,4,1670746.11858588,1652055.56534384,10853655.5653438,0
  part = smallHardpoint
  haul = False
  dest = 1
  sit = FLYING
  exp = True
  PARAM
  {
    name = PartTest
    state = Incomplete
    values = 0,0,0,0,0
    part = smallHardpoint
    body = Kerbin
    situation = FLYING
    uniqueID = 0.68763579739613268
    haul = False
    repeatability = ALWAYS
    notes = To perform the test, activate the part through the staging sequence when all test conditions are met.
  }
  PARAM
  {
    name = ReachDestination
    state = Incomplete
    disableOnStateChange = False
    values = 0,0,0,0,0
    dest = 1
    title =
  }
  PARAM
  {
    name = ReachSituation
    state = Incomplete
    disableOnStateChange = False
    values = 0,0,0,0,0
```

```

sit = FLYING
title =
}
PARAM      {
name = ReachAltitudeEnvelope
state = Incomplete
disableOnStateChange = False
values = 0,0,0,0,0
minAlt = 41000
maxAlt = 47000
}
PARAM      {
name = ReachSpeedEnvelope
state = Incomplete
disableOnStateChange = False
values = 0,0,0,0,0
minSpd = 240
maxSpd = 1820
}
}
}
}

```

I do not understand the values, but on the screen it shows:

\$22,500

Science: 3

Rep: 6

(on success of course).

I checked and the contract is Exactly the same, in all the files "previous" actually making the mission.

even so and extracting the amount of science and Reputation from the saves (so its easier for you to notice).

(reputation on saves before on 0% and 49%)

```

SCENARIO   {
name = Reputation
scene = 7, 8, 5, 6
rep = 658.4823
}

```

(reputation on saves before on 90%) and yes I lost reputation when stoping the 49% and setting the 90% Policy.

```

SCENARIO   {
name = Reputation
scene = 7, 8, 5, 6
rep = 509.96991
}

```

(science on all saves before, I did not care about the rest because this mission does not return with science so all the science is just because of the mission itself not because experiments brought)

```

SCENARIO   {
name = ResearchAndDevelopment
scene = 7, 8, 5, 6
sci = 50.2965164
Tech ....

```

And as expected the science is exactly the same on all of them.

Now without any kind of Policy, it adds 60 reputation to the number on the file, and 3 science to the total amount of science.

but this is what happen with 49%.

```

SCENARIO   {
name = ResearchAndDevelopment
scene = 7, 8, 5, 6
sci = 54.5717049
Tech....

```

which is correct because if i won 3 of reputation (almost half) not all is converted so gets a bit more than 1 plus 3 from the mission itself goes ok.

```

SCENARIO   {
name = Reputation
scene = 7, 8, 5, 6
rep = 657.346313
}

```

the original reputation Before the mission was 658.4823, so as you can see its less, If the policy says its going tu use 49% how can I be loosing reputation. The real result should be $658 + 60 \cdot 0.51$ aprox 689

and at 90%, showing science first:

```
SCENARIO {  
  name = ResearchAndDevelopment  
  scene = 7, 8, 5, 6  
  sci = 55.8525696  
  Tech ...  
  Ok it gives almost double than before which is ok but again the Reputation gives..  
  SCENARIO {  
    name = Reputation  
    scene = 7, 8, 5, 6  
    rep = 507.827576  
  }  
}
```

and before this mission was 509.96991 so yes not loosing a lot but still loosing.

suposedly if i use 90% of my reputation gain, which was 60 (in file numbers) then 90% is 54 and then i should have won only 6. but instead i loose almost 2.

Also important, the mission tells me different gains when I looks them on the administration building with different policies. and what shows is good but, then its not applied what it shows.

So there are something wrong: 1) the policy is not explained correctly, but working correctly and does not take a % from the gain but a bit more than it says. This is the error if the Idea was to actually loose Reputation.
or if not.

The numbers that appear between brackets when the mission is finished, should not be there because the science and Reputation has the value already calculated:

For example at 90% this mission shows I am going to gain 5 of science and 1 of reputation, at 49% shows I am going to gain 4 of science and 3 of reputation, and with no policy it says I will gain 3 science and 6 of reputation.

Even so, the reputation gain is wrong unless the policy is not applied. (as if calculated more than once, the second time may be based on what it shows).

If you do not understand any part or need more data please feel free to email.

History

#1 - 08/10/2018 08:14 PM - stelarfox@gmail.com

- File DxDiag.txt added

- File DxDiag-64.txt added

- File output_log.txt added

My system (did not let me add all the files in one go).

Files

0_Policy.loadmeta	396 Bytes	08/10/2018	stelarfox@gmail.com
49__after.loadmeta	396 Bytes	08/10/2018	stelarfox@gmail.com
0_Policy.sfs	1.2 MB	08/10/2018	stelarfox@gmail.com
49__Before.loadmeta	396 Bytes	08/10/2018	stelarfox@gmail.com
49__after.sfs	1.25 MB	08/10/2018	stelarfox@gmail.com
90__After.loadmeta	396 Bytes	08/10/2018	stelarfox@gmail.com
49__Before.sfs	1.2 MB	08/10/2018	stelarfox@gmail.com
90__Before.loadmeta	396 Bytes	08/10/2018	stelarfox@gmail.com
90__After.sfs	1.25 MB	08/10/2018	stelarfox@gmail.com
90__Before.sfs	1.2 MB	08/10/2018	stelarfox@gmail.com
DxDiag.txt	34.3 KB	08/10/2018	stelarfox@gmail.com
DxDiag-64.txt	44.8 KB	08/10/2018	stelarfox@gmail.com
output_log.txt	1.42 MB	08/10/2018	stelarfox@gmail.com