Kerbal Space Program - Bug #21863

Testing contract generating duplicated contract failure right after accepting the contract

04/11/2019 01:22 PM - MaltYebisu

Status:	Need More Info		**Start date:**	04/11/2019
Severity:	Low		**% Done:**	0%
Assignee:				
Category:	Contracts			
Target version:				
Version:	1.7.0		**Language:**	English (US)
Platform:	Linux, OSX, Windows		**Mod Related:**	No
Expansion:	Core Game			

Description

I'm running KSP on macOS 10.14.4

When playing a new career mode game in a fresh install of 1.7.0, a contract failed right after I accepted it. I am not sure if it failed immediately or after a few seconds, because I first noticed it after entering the VAB.

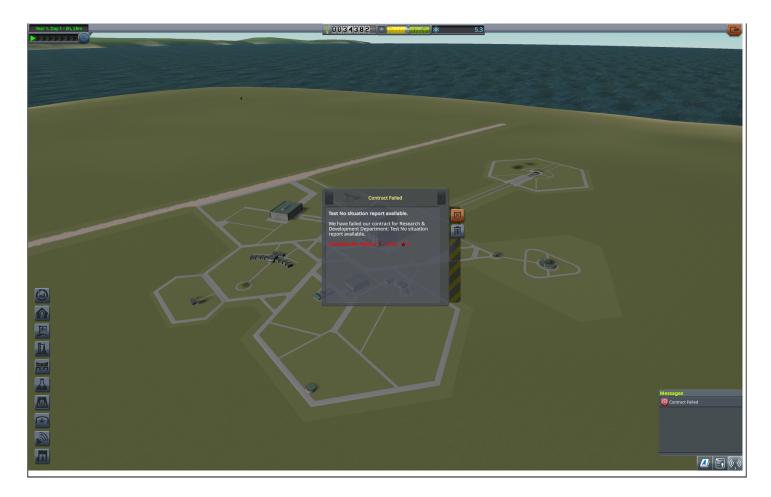I don't know if this was because the contract had a short deadline or something else.

The contract was for testing the RT-10 "Hammer" Solid Fuel Booster at the Launch Site.
The contract failed message says "Test No situation report available"

Attached are the player.log and a zip with the save game folder.

History

#1 - 06/06/2019 03:53 AM - Nebbie

- File screenshot1643.png added

- File screenshot1644.png added

- File screenshot1645.png added

- File screenshot1646.png added

- Status changed from New to Confirmed

- % Done changed from 0 to 10

- Platform Linux added

- Expansion deleted (Making History)

I've gotten this as well, it seems like sometimes test contracts generate failures immediately, but are still completable. Both contracts showing failures show identical successes, and I know I only accepted 1 of each. I remember noticing the failure messages on entering the VAB to create the crafts to complete them.

This is happening with both DLCs installed, although I think it's a problem with the core game, don't see how Making History could cause it.

#2 - 06/06/2019 03:54 AM - Nebbie

- Subject changed from Testing contract failed right after accepting the contract to Testing contract generating duplicated contract failure right after accepting the contract

#3 - 07/18/2019 07:03 AM - SuDmit

- File Bug_reproduce.zip added

- File screenshot61.png added

- File screenshot62.png added

- File screenshot64.png added

- Platform Windows added

Sorry for possibly bad english, this is not my native language.

I reproduced this bug on Windows 7 x64.
Game version 1.7.3, clean (absolutely no mods) Steam install, no DLC.

Game generates contracts for old variants of reskinned parts (1.7.0 update), hidden from player using parameter category = none and had additional flag TechHidden = true
After these contracts are accepted, probably when scene changes, game checks for TechHidden flag and fails them.

Reproduce steps:
1) for more comfortable search rename old parts' titles in format [OLD] *defaultTitle*, e.g. [OLD] RT-10 "Hammer" Solid Fuel Booster //#autoLOC...
2a) start new career and complete default "Launch our first vessel!" contract
2b) or just continue existing career
3) decline new offered contracts until getting one with the [OLD] tag
4) accept contract
5) make quicksave (not necessary for reproducing, but useful for further checks)
6) go to VAB, SPH, Tracking Station or just reload quicksave
7) get contract instantly failed

Special check for TechHidden line:
8) exit game
9) comment out line //TechHidden = true in old parts' files or set it to the False value
10) start game and load the quicksave created on the 5th step
11) not get contract instantly failed

This contract is still impossible to complete, because of the line category = none, that does not allow part to appear in the Editor. If valid value is set e.g. category = Engine, contract becomes available to perform. Of course that is not needed, there are revamped parts for playing with.

Summary:
Looks like the game doesn't check parts' value TechHidden during contract generation, so that check can be added. An alternative way is to remove MODULE[ModuleTestSubject] from old parts to prevent contract generation for them.

#4 - 11/17/2019 04:09 PM - MaltYebisu

I just had the same bug on a clean 1.8.1 install. I wanted to update the version in the bug tracker, but I couldn't figure out how.

#5 - 01/09/2021 05:46 PM - kewyn.ryan@gmail.com

- Category changed from Gameplay to Contracts

One year have passed. We got update 1.11 already, but they didn't fix the issue. I'll try to create a new issue to see if it gets attention again.

#6 - 01/13/2021 12:13 AM - RafaHdz

- Status changed from Confirmed to Need More Info

- % Done changed from 10 to 0

Need more information about this one as we can't get the contracts to fail as you describe:

https://drive.google.com/file/d/1c0tbgwycqTInKP8tjYU2VxV_DseDhB0_/view?usp=sharing

Files

Player.log	838 KB	04/11/2019		MaltYebisu
Savegame.zip	29.5 KB	04/11/2019		MaltYebisu
screenshot0.png	410 KB	04/11/2019		MaltYebisu
screenshot1.png	2 MB	04/11/2019		MaltYebisu
screenshot1643.png	773 KB	06/06/2019		Nebbie
screenshot1644.png	781 KB	06/06/2019		Nebbie
screenshot1645.png	785 KB	06/06/2019		Nebbie
screenshot1646.png	813 KB	06/06/2019		Nebbie
Bug_reproduce.zip	21.5 KB	07/18/2019		SuDmit
screenshot61.png	1.22 MB	07/18/2019		SuDmit
screenshot62.png	3.32 MB	07/18/2019		SuDmit
screenshot64.png	4.11 MB	07/18/2019		SuDmit