

Kerbal Space Program - Bug #22701

Broken Contract - Gather Surface Deployed Seismic Sensor science

05/31/2019 01:04 PM - c0bra

Status:	Closed	Start date:	06/14/2019
Severity:	Low	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:	1.7.2		
Version:	1.7.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground		

Description

Gather Surface Deployed Seismic Sensor science from surface of Minmus asked me to collect 50% of seismic science. Crashing my veichle at high speed gave me 100% science in a single hit, mission broke saying that I collected 100% of 50% science. Interacting with the Deployed Seismic Sensor does not update mission status. I am unable to verify if this is an isolated case or will happen for every deployed sensor mission asking for similar objectives.

Thank you very much if you will look into this.
Francesco

History

#1 - 06/01/2019 09:09 PM - MechBFP

- Status changed from *New* to *Confirmed*
- % Done changed from 0 to 10

I have also had this occur with the Go-Ob Ed experiment. In my case it is only done 0.26% of the experiment, yet says it is 450% complete.

#2 - 06/03/2019 07:06 PM - EchoLima

- Subject changed from *Broken Mission - Gather Surface Deployed Seismic Sensor science* to *Broken Contract - Gather Surface Deployed Seismic Sensor science*

Changed "Mission" to "Contract" in title to avoid confusion with Making History missions

#4 - 06/09/2019 01:57 PM - Tekaoh

This has happened to me a couple of times too. My contract has jumped as high as 9400% out of 50% and then it seems to be broken. I have to use the cheat menu to get rid of it after that.

#5 - 06/12/2019 07:27 PM - chris.fulton

- Status changed from *Confirmed* to *Ready to Test*
- Target version set to 1.7.2
- % Done changed from 10 to 80

Several Changes and bug fixes have been made, moving this bug to RTT and can you check it in 1.7.2.2555?

#6 - 06/14/2019 09:11 AM - c0bra

- Status changed from *Ready to Test* to *Resolved*
- Start date changed from 05/31/2019 to 06/14/2019
- % Done changed from 80 to 100

chris.fulton wrote:

Several Changes and bug fixes have been made, moving this bug to RTT and can you check it in 1.7.2.2555?

I tested last version available (it self updated, 1.7.2.2556) and I am unable to reproduce the issue, so it seems to be resolved.
Thank you very much.
Francesco

#7 - 06/17/2019 06:50 PM - chris.fulton

- *Status changed from Resolved to Closed*

Files

Mission.jpg	80.6 KB	05/31/2019	c0bra
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