

## Kerbal Space Program - Bug #22742

### Repeatable science experiments are not returning science correctly on subsequent runs

06/02/2019 03:20 PM - magicfrog

<b>Status:</b>	Closed	<b>Start date:</b>	06/02/2019
<b>Severity:</b>	Low	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>	1.7.2		
<b>Version:</b>	1.7.1	<b>Language:</b>	English (US)
<b>Platform:</b>		<b>Mod Related:</b>	No
<b>Expansion:</b>	Breaking Ground, Core Game, Making History		

#### Description

All of the old repeatable science experiments, mystery goo, material study, seismic scan, gravity scan, atmospheric analysis, and surface samples have the same issue. It's probably on the telescope too but i didn't check. The first time the experiment is run it seems like the science return values are correct. Any subsequent runs of the same experiment return drastically less science than before and it becomes essentially impossible to collect all of the science.

Clean install of 1.7.1 with both expansions

To reproduce start a new career or science game create a craft with 8 mystery goo and collect all 8 of them on the launch pad. Go to the tech building and check the science remaining values.

In the 1.7.0 eight mystery goo's would have been more than sufficient to collect all of the science.

Based on testing in 1.7.1 you need to run at least 32 times to collect the all of the science at the launch pad.

#### History

##### #1 - 06/09/2019 04:37 PM - Geschoskopf

- Status changed from New to Confirmed

- % Done changed from 0 to 10

Yes, I see this exact thing.

##### #3 - 06/10/2019 08:58 PM - mcprntr67

Yes. Needs fixed.

##### #4 - 06/12/2019 07:35 PM - chris.fulton

- Status changed from Confirmed to Ready to Test

- Target version set to 1.7.2

- % Done changed from 10 to 80

- Platform deleted (Windows)

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

##### #5 - 06/12/2019 08:04 PM - RushHour2k5

Appears issue may be resolved. I re-loaded the saved game I had issues on with the 1.7.1 update and values that were stored appear to have returned to normal. I was seeing only 0.2 science points for a repeat of the Atmospheric Analysis from Administration that now shows expected value of 1.0 under version 1.7.2.

##### #6 - 06/12/2019 10:39 PM - DV-13

Seems to be fixed for me.

##### #7 - 06/15/2019 03:49 AM - magicfrog

- Status changed from Ready to Test to Resolved

- % Done changed from 80 to 100

Issue is resolved.

**#8 - 06/17/2019 06:49 PM - chris.fulton**

- *Status changed from Resolved to Closed*