

## Kerbal Space Program - Bug #22767

### Deployed science experiments turn themselves off

06/04/2019 11:31 AM - hipy

|                        |  |                     |              |
|------------------------|--|---------------------|--------------|
| <b>Status:</b>         | Closed                                     | <b>Start date:</b>  | 06/04/2019   |
| <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>       | Windows                                    | <b>Mod Related:</b> | No           |
| <b>Expansion:</b>      | Breaking Ground, Core Game, Making History |                     |              |

#### Description

Hello,

I got a weird bug with the new science experiments. I deployed the Go-ob Ed monitor. This was deployed on the farside of the mun by a scientist. The control station and solar panel were deployed by an engineer. During timewarp I keep getting messages that it can't transmit the science because of no connection. After I deployed a series of relay sats it began transmitting the science until 53%.

After 53% transmitted the experiment turned itself off. You can't turn it back on from the control station so I went back with a kerbal to turn it back on. As soon as I left it turns itself off again. Thus preventing the remaining science to be retrieved.

On the forum thread someone commented that science retrieval was intermittent.

Thread:

<https://forum.kerbalspaceprogram.com/index.php?/topic/185081-breaking-ground-cant-retrieve-all-science-from-experiment/#comment-3611525>

#### History

##### #1 - 06/13/2019 05:30 PM - nestor

- Status changed from New to Ready to Test
- Target version set to 1.7.2
- % Done changed from 0 to 80

A similar issue was fixed in 1.7.2. Please try again and see if the issue is fixed.

##### #2 - 02/20/2020 08:56 PM - chris.fulton

- Status changed from Ready to Test to Resolved
- % Done changed from 80 to 100

##### #3 - 02/20/2020 08:56 PM - chris.fulton

- Status changed from Resolved to Closed

#### Files

|             |        |            |      |
|-------------|--------|------------|------|
| Capture.PNG | 282 KB | 06/04/2019 | hipy |
|-------------|--------|------------|------|