

Kerbal Space Program - Bug #22834

Percentage goes over 100

06/10/2019 03:12 PM - RoushAdamH

Status:	Closed	Start date:	06/10/2019
Severity:	Low	% Done:	100%
Assignee:			
Category:	Plugins/Add-Ons		
Target version:	1.7.2		
Version:	1.7.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

I'm playing with the new expansion, and one of the missions was to collect surface science. I've left the surface experiment, and it looks like I've collected too much science! Any advice on how to fix this?

History

#1 - 06/11/2019 12:31 PM - Geschoskopf

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

Same issue as reported in [#22701](#)

#2 - 06/12/2019 07:33 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?

#3 - 06/14/2019 09:07 AM - Ruedii

A suggestion on how to better handle this:
The usage of a switch to "units" instead of "percentage" for the purpose of contracts beyond the amount you can actually get science on.

The first so many units (e.g. 100.00) should grant science for R&D usage, while anything beyond that is for contract fulfillment.

These science units might also be useful in future reworks of the mobile science lab.

#4 - 02/21/2020 01:09 AM - chris.fulton

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

#5 - 02/21/2020 01:09 AM - chris.fulton

- Status changed from Resolved to Closed

Files

loadsascience.png	106 KB	06/10/2019	RoushAdamH
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