

Kerbal Space Program - Bug #23674

Doesn't complete Test part missions when it requires activate part through staging

09/20/2019 02:07 PM - Ezio_Shepard

Status:	Moot	Start date:	09/20/2019
Severity:	Low	% Done:	0%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	Xbox One - Enhanced Edition 2019-07-31 Patch 8	Language:	English (US)
Platform:	XBoxOne	Mod Related:	No
Expansion:	Core Game		

Description

The missions are not completing when testing needs to activate part through staging and all conditions met. Makes career mode virtually unplayable since a high % of missions can't be used to gain science.

All conditions are met (green on the checklist) and activating via stage (A button) or even run test on the part do not complete the mission.

Example: Simple Test Flea on launch pad. Have flea - checked green. Launch Site - checked green. Activate stage and the rocket fires not completing. The parts work, but it immediately changes the launch site not checked.

In previous play throughs in 2018, also on XB1, I was able complete these.

(in KSP forums, PS4 users also noted same issue)

History

#1 - 09/23/2019 09:21 PM - Ezio_Shepard

- Description updated

#2 - 02/21/2020 06:54 PM - Ezio_Shepard

- Status changed from New to Moot

Update for XBone fixed this. I can now complete test part missions through staging

Thanks