

## Kerbal Space Program - Bug #24394

### Solid Booster Test Not Doable [Temp Fix Included]

11/16/2019 10:01 PM - ImagineAWorld

<b>Status:</b>	New	<b>Start date:</b>	11/16/2019
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Bug Tracker		
<b>Target version:</b>			
<b>Version:</b>	Xbox One - Enhanced Edition 2019-07-31 Patch 8	<b>Language:</b>	English (US)
<b>Platform:</b>	XBoxOne	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

#### Description

through all the patches, this is still Making a legitimate career mode impossible. This bug has persisted through both the RT5-Flea and Hammer boosters, all revolving around different "TEST" contracts. It has happened in every Career Mode I've started. This issue deserves high priority because these contracts show up early in Career Mode and have become the only doable contracts (all others are survey and orbit/escape contracts). The only fix as of Nov16-19 is to open the debug menu and force complete the contract; [DEBUG XBOX ONE TUTORIAL UP-UP-DOWN-DOWN-LEFT-RIGHT-LEFT-RIGHT] **THIS DISABLES ALL ACHIEVEMENTS** My pictures of the event speak for themselves. All you have to do to replicate this bug is: do these contracts early, in the base game, in Career Mode, on Xbox One. Things I have done include, perform a "test" of the part it's self instead of staging, tried multiple different configurations of rockets, tried performing the stage at the required speed in ORBIT speed instead of SURFACE speed, I've searched for solutions, completely reinstalling the game, hard resetting my console. I hope this helps because i know I'm being driven crazy my this bug. I'd be happy to see any bug other than the one reported here.  
THANKS, YOU MAKE AN AWESOME GAME

#### History

##### #1 - 02/18/2020 02:42 AM - BufordENewt

I can confirm that this happens for all "Test" and "Haul" contracts with the Flea and Hammer boosters. Of note is that for "Haul" contracts, the first criteria is to have the part in question as part of the rocket; however, despite this being the case, the criteria doesn't get checked. Perhaps the way the boosters are identified in the code was changed as part of one of the updates, but the contracts didn't get updated with the new identifiers?

#### Files

20191116_134957.jpg	4 MB	11/16/2019	ImagineAWorld
20191116_135012.jpg	3.51 MB	11/16/2019	ImagineAWorld
20191116_135253.jpg	3.88 MB	11/16/2019	ImagineAWorld