

Kerbal Space Program - Bug #24406

Cannot complete sentinel asteroid mission

11/21/2019 02:28 AM - mloegering

Status:	New	Start date:	11/21/2019
Severity:	Low	% Done:	0%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.8.1	Language:	English (US)
Platform:	OSX	Mod Related:	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

I have the mission to track 5 asteroids threatening to Kerbin via the Sentinel telescope. I have it in the requested orbit, started it running, but after years, it has found nothing. Question mark entities appear and disappear, but nothing is registered. I am in danger of failing the mission due to missing the deadline. I am running Kerbal Engineer and Precision Node as mods, with both DLCs installed.

History

#1 - 11/26/2019 02:55 AM - MattStryker

Here is the work-around I found. This seems to happen when the orbit they want is not on the sun-side of the planet you are supposed to be scanning. Put one probe in the orbit they want you to have. Put a SECOND probe on an orbit anywhere on the sun-side of the planet, and make sure both probes have the asteroid tracker on and scanning. The sun-side probe will find the asteroids, but the other probe will satisfy the contract requirements.