Kerbal Space Program - Bug #25713

"Sally-Hut 1" can't be completed

07/06/2020 12:13 AM - rspeed

Status:	Resolved	**Start date:**	07/05/2020
Severity:	Low	**% Done:**	100%
Assignee:	just_jim		
Category:	Mission Builder		
Target version:	1.10.1		
Version:	1.10.0	**Language:**	English (US)
Platform:	OSX, Windows	**Mod Related:**	No
Expansion:	Making History		

Description

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In the mission named "Sally-Hut 1", the player has to first launch a space station into orbit, then later dock with it. However, the station simply disappears from the game after it reaches the targeted orbit.

Expected outcome

When the Soy-Ooze 10 launch begins, the Sally-Hut 1 station would still be in orbit.

Actual outcome

The Sally-Hut 1 station disappears, making it impossible to complete the mission.

How to replicate

Play the mission. As soon as Soy-Ooze 10 is on the launchpad, open the map and try to find the station.

History

#1 - 07/06/2020 01:01 AM - rspeed

I've just tried restarting the mission and this time the station was there when I launched Soy-Ooze 10 part 2. One thing that I noticed being different is that the game automatically recovered the capsule from the first Soy-Ooze this time. Previously it would not, seemingly because it was slowly rocking back and forth no matter what I did. Eventually the Soy-Ooze part 2 vehicle appeared on the pad and I was able to switch to that. This time, however, I landed on the flat ground of KSC's peninsula, and the game recovered it automatically. This might be part of the issue.

#2 - 07/07/2020 05:31 PM - just_jim

- Category changed from Scenarios to Mission Builder

- Status changed from New to Confirmed

- Assignee set to just_jim

- % Done changed from 0 to 10

- Platform Windows added

#4 - 08/17/2020 08:58 PM - just_jim

- Status changed from Confirmed to Being Worked On

- % Done changed from 10 to 30

#5 - 08/17/2020 08:59 PM - just_jim

- Status changed from Being Worked On to Ready to Test

- Target version set to 1.10.1

- % Done changed from 30 to 80

We've made some more changes in this latest 1.10.1 version and would like some feedback on this issue. Thanks.

#6 - 08/13/2021 01:06 PM - Technicalfool

- Status changed from Ready to Test to Resolved

- % Done changed from 80 to 100

This was resolved internally a while back. Closing this one out. If you find any more problems with missions, please continue to report them as you find them!